PRIMA'S OFFICIAL STRATEGY GUIDE

THE SEQUEL TO EARTH 2150

MOON PROJECT™

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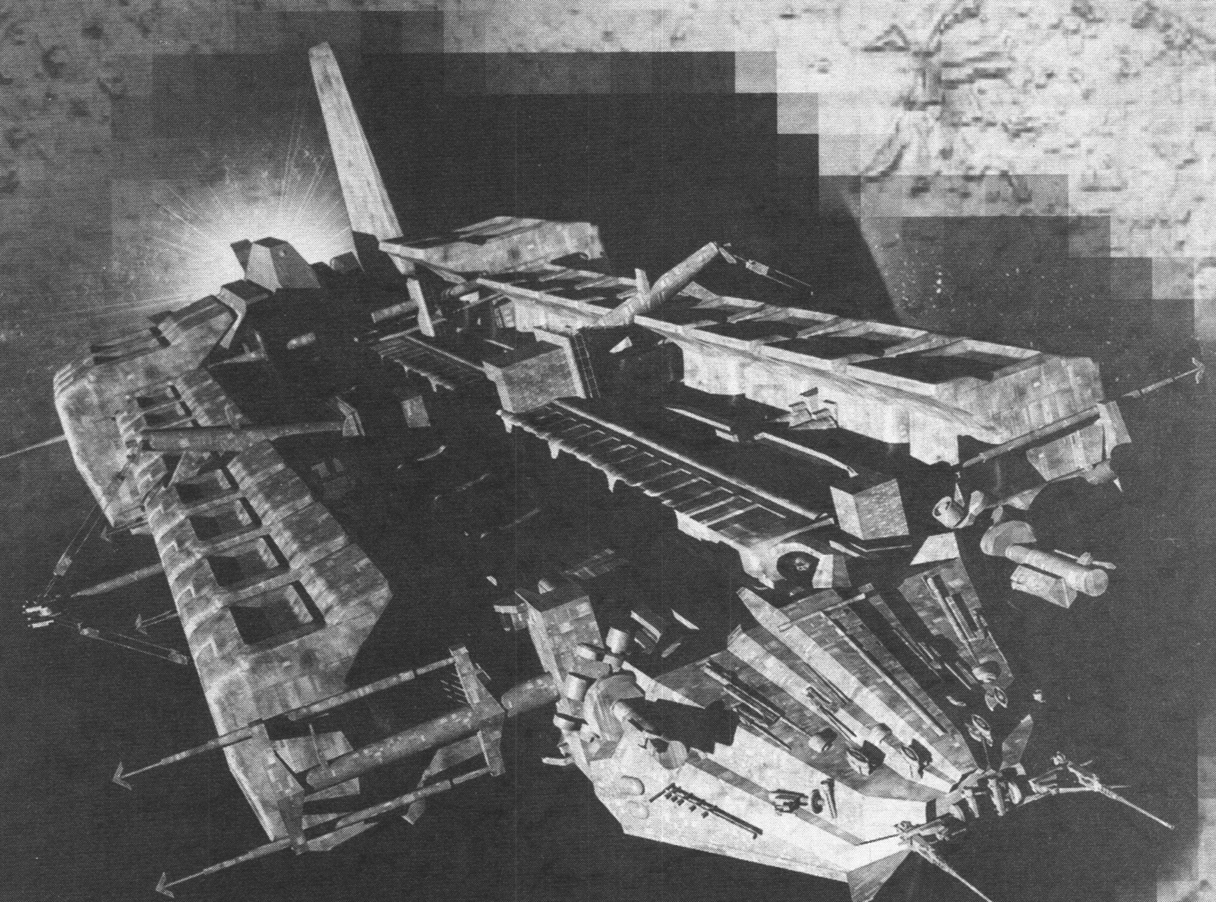
THE SEQUEL TO

EARTH 2150



MOON

PROJECT

THE SEQUEL TO EARTH 2150 MOON PROJECT

Prima's Official Strategy Guide

Felix Buschbaum

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CHAPTER 1

- PROLOGUE 4

CHAPTER 2

- THE UNITS 5
- **Eurasian Dynasty Units 6**
  - Ground Troops 6
  - Naval Units 9
  - Air Units 10
- **United Civilized States Units 12**
  - Ground Troops 12
  - Naval Units 15
  - Air Units 16
- **Lunar Corporation Units 18**
  - Ground Troops 18
  - Air Units 20

CHAPTER 3

- THE BUILDINGS 22
- **The ED Buildings 23**
- **The UCS Buildings 29**
- **The LC Buildings 36**

CHAPTER 4

- STRATEGIES AND TACTICS 42
- **Base Construction 43**
- **Research 46**
- **Resource Management 47**
- **Basic Combat Tactics 50**
  - On the Battlefield 50
  - In the Opposing Base 54
  - In Your Own Base 55
- **Tips for Gameplay 56**
- **The Tutorial Missions 58**

CHAPTER 5

- THE EURASIAN DYNASTY (ED) 59
- **The ED Campaign – Path of Honor 60**
  - Mission 1 – Trucks 61
  - Mission 2 – Rescue 63
  - Mission 3 – Mongolia 65
  - Mission 4 – Izbekistan 69
  - Mission 5 – Aber 71
  - Mission 6 – Europe 74
  - Mission 7 – Western Europe 76
  - Mission 8 – Africa 78
  - Mission 9 – Florida 81
  - Mission 10 – Moon 84

CHAPTER 6

- THE UNITED CIVILIZED STATES (UCS) 87
- **The UCS Campaign – Project Moon 88**
  - Mission 1 – Florida 89
  - Mission 2 – Landing Zone 92
  - Mission 3 – The Mailman 94
  - Mission 4 – Alpha-Quadrant 96
  - Mission 5 – Mare Pacificum 100
  - Mission 6 – Beta-Quadrant 102
  - Mission 7 – Death Canyon 105
  - Mission 8 – Gamma Quadrant 107
  - Mission 9 – Invisible Enemy 111
  - Mission 10 – Delta-Quadrant 113
  - Mission 11 – Execution 115

CHAPTER 7

- THE LUNAR CORPORATION (LC) 118
- **The LC Campaign – Project Sunlight 119**
  - Mission 1 – Invasion 120
  - Mission 2 – Carpates 122
  - Mission 3 – Convoy 125
  - Mission 4 – The Shower 128
  - Mission 5 – The First Ring 130
  - Mission 6 – The Second Ring 134
  - Mission 7 – The Third Ring 138
  - Mission 8 – The Fourth Ring 141
  - Mission 9 – Under Fire 143
  - Mission 10 – New Hope 147
  - Mission 11 – Deadly Toys 149
  - Mission 12 – Payback Time 151
- INDEX 154

CHAPTER 1
PROLOGUE

The year is A.D. 2150. A bitter war has broken out on Earth, and it's clear to all participants that this will be the final battle. Resources are running short, time is running out, and the end of the blue planet is within sight. The remaining raw materials are only enough for the construction of a space station that would make it possible for a timely escape. However, as has been the case since the beginning of human history, there will be war instead of peace.

As the skirmishes on Earth took on greater proportions, with barely any part of the planet spared, the Lunar Corporation (LC) made a sensational discovery on the Moon: a huge cannon—apparently built by aliens around the time of the Aztecs—watches over humanity. Now, the LC hopes for a decided advantage by taking control of the alien weapon.

The leadership of the United Civilized States (UCS) has also learned of the discovery through their secret service and is setting course for the Moon. Whole troop divisions are being sent to Earth's satellite. This has allowed the Eurasian Dynasty (ED) to regain control of large parts of North America, which it had lost in the past several years.

With the realization that at least two alien species have lived in the immediate vicinity of Earth, and even landed on it, this last war for survival takes on a whole new dimension. All parties are now even more determined to win the final battle, so as to find new living room in the depths of space. After all, only *one* can survive...

As troop commander of each of the three factions, it falls to you—in three new thrilling and complex campaigns—to lead your corresponding armies into battle and come away as the victor. To make this a little easier for you, this book contains tips and hints for general gameplay, details about units and buildings, tactical and strategic advice for every situation, and a complete description of every mission and every single mission objective. With the help of the mission descriptions and the overview maps, you should be able to win every battle.

But enough words for now. Commander, your troops are waiting for you! Show your opponent how an experienced general leads troops to victory!

—Felix Buschbaum

THE SEQUEL TO

EARTH 2150

CHAPTER 2
THE UNITS

MOON PROJECT

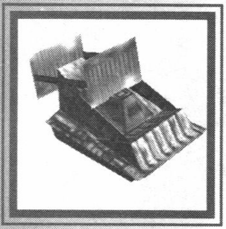
This chapter contains a complete overview of all units available in the game. The descriptions of the individual units include how to best use and combine them.

EURASIAN DYNASTY UNITS

Most of the ED's ground forces are based on advanced platforms of 21st century tanks. Of the three available factions, the ED's army appears most similar to today's conventional armies—but only if you don't take a closer look at the ED's newly-developed weapon systems. Overall, the ED's troops are quite formidable and with your ground troops, air force, and navy, you can hold your own.

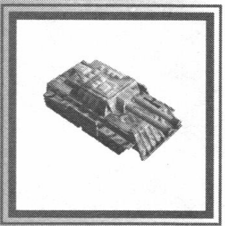
GROUND TROOPS

GRUZ



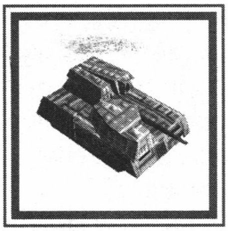
The Gruz is not a fighting unit. It constructs a base's buildings, builds bridges, and digs tunnels. Because the Gruz is defenseless, always keep a few fighting units nearby. Keep at least one Gruz in reserve, so that if you lose one, your base or tunnel construction doesn't stop completely. In an emergency, fly out a new unit from your main base.

HT 400 KRUSZCHEV



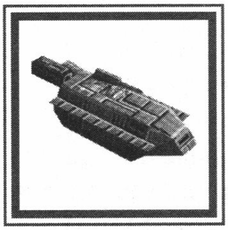
The Kruszchev is an especially heavy tank that is well suited as a mobile defense unit within your base or within range of outposts. The tank is quite slow due to its size and weapon systems, though it packs a good arsenal and is heavily armored. Position a couple between the stationary defense systems of your base to prevent your opponent from getting through. Key points on the map should be laid with mines and then occupied by these tanks, to inflict enormous damage on your opponent before he or she even reaches the main battlefield.

HT 800 URAL



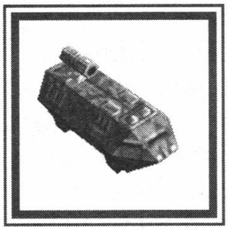
The Ural is the heaviest tank of the ED ground troops. It is just as slow and clumsy as the Kruszchev, although it can crack most opposing defense systems. The Ural's advantage over the Kruszchev is that it has two large cannons with enormous firepower. Despite its heavy armor, never leave this vehicle alone, because escape is impossible and a small, maneuverable opponent could mean trouble. Urals are too expensive to produce in large quantities.

MINELAYER



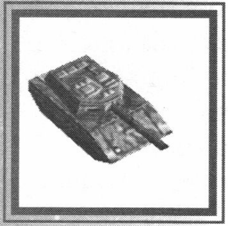
Use the Minelayer to quickly mine your base's entrances, key map points, or your opponent's patrol paths. With this vehicle you can quickly control a large area, without having to station tanks at every pass. Your Mines don't endanger your own vehicles. However, an opposing unit is generally totally destroyed by a mine. The Minelayer can also detect enemy mines and disarm them from a safe distance. Always bring Minelayers when you advance into unknown territory, so they can find and disarm enemy mines before they destroy your valuable tanks.

TK 101 CASPIAN



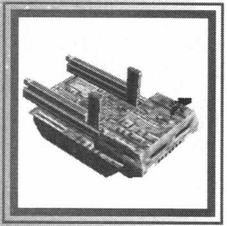
The Caspian has good armor and a light weapon system, with which it can defend itself for a while. The greatest advantage of this speedy vehicle is that it's amphibious and can pass through even the most difficult terrain. With advanced research, you can install additional weapons systems on the Caspian, which make this vehicle an indispensable part of every attack.

TT 110 PAMIR



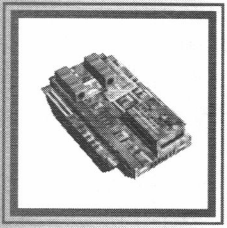
Like the UCS's Tiger, the Pamir is a standard tank that serves you well, especially in the early missions. The Pamir is relatively fast and maneuverable over most terrain and its armor is pretty good. The weaponry isn't enough for longer battles and fights against really heavy opponents, but it is well suited for smaller battles, defending key locations, and patrolling your base. If the terrain is partly even and you can't use air units or the navy for reconnaissance, the Pamir is an excellent choice.

ZK TAIGA



The Taiga isn't a true fighting unit. Its main role is transporting raw materials from the Mines to the Refineries. It's also often taken into battle as a companion vehicle, because mobile radar systems, beam weapons, or camouflage systems can be mounted on this heavy transporter. This supplemental equipment won't be available in the first missions. This vehicle can take a few hits, but its lack of any real armor and slow speed make it easy prey for fast attackers.

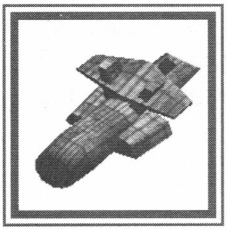
ZT 100 SIBERIA



The Siberia is a direct improvement on the Taiga. However, it can't transport raw materials. The Siberia is significantly faster than the Taiga and has good armor. As soon as the Siberia is available to you, don't use the Taiga in battle anymore, because all weapons systems formerly mounted on the Taiga can be mounted on the Siberia. Build up the Siberia as much as possible and take more than one on every campaign. Its sophisticated weapons systems make the Siberia a big help in any attack. However, don't produce large numbers of these units, as mobile tanks are significantly more effective in battle.

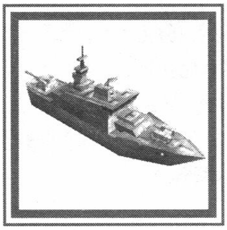
NAVAL UNITS

DSU KIEV



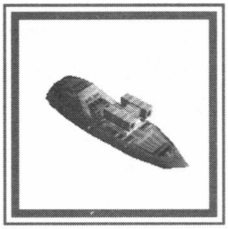
The Kiev is a very small and maneuverable submarine. It has rocket tubes, which it can use to hit distant targets. Because only radar systems can locate this boat, it can often operate undetected for long periods in enemy waters. However, if it's discovered, it will rapidly need the help of a Leviathan or Grozny, because it can't defend itself against direct attacks, nor does it have substantial armor. The Kiev is quite expensive and worthwhile in only a few missions.

ESS 200 LEVIATHAN



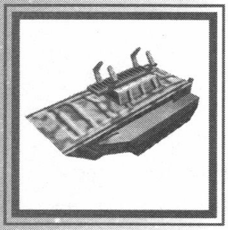
The Leviathan is the main fighting unit of the Eurasian navy. The ship is well armored and has a very heavy weapon system, with which it can quickly destroy an enemy fleet. With the help of onboard artillery defenses, the Leviathan can also attack targets that lie far inland, and thus inflict great damage without taking damage itself. Use this boat in all missions where opposing bases or outposts are within range of the coast, or in sectors where your opponent operates on the water. If you control the seas and rivers, you can also control the bridges and restrict the movement of opposing troops.

ESS 30 OKA



The Oka is a small, exceptionally maneuverable and fast scout. Its light armor and equally light weaponry make the Oka unsuitable for attacking, but there's no better scout unit in sectors with rivers and seas. Find the opposing navy or enemy base with the Oka, then attack with your Leviathan or air force.

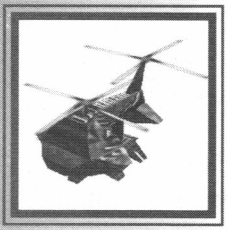
TL 70 VOLGA



It's not clear if the Volga belongs with the ground troops or the navy. It is a tank that can travel over water, though it's much slower on the water. Don't use the Volga for a direct attack, use it as a rocket launcher that can fire on an opposing base from a distance. Unfortunately, you can't really appreciate this weapon's firepower until the later missions. Always protect the Volga well by hiding it in rough terrain or keeping it near a few heavier units.

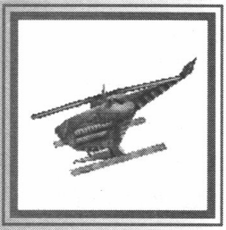
AIR UNITS

GR40 TRANSPORTER



The GR40 is a heavy troop transport that can get your damaged troops quickly out of harm's way and bring them back to your base. You can also use the GR40 to deliver your troops to the front, especially over difficult terrain. The GR40 is well armored and quite fast for its size. In the later missions, try picking up an enemy unit with the GR40 and then dropping it from high altitude.

MI 106 COSSACK

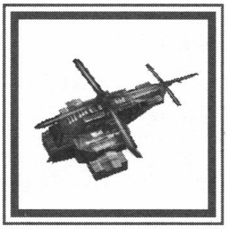


The Cossack is to your air force what the Oka is to your navy. This small, quick, maneuverable scout can even escape from enemy rockets. The Cossack is ideal for scouting a sector quickly, so send out two or three at the beginning of every mission. This lets you find enemy outposts, patrols, and bases quickly, plus you can develop your base and troops to match the terrain. Good scouting can simplify your work in many missions. You should rarely use this light-armored and poorly armed unit as a fighting unit.

MI 140 GROZNY

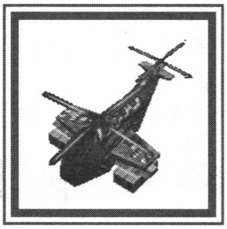
The Grozny is a light attack helicopter and a direct improvement on the Cossack. Its significantly better armor limits its speed. Don't send this unit into battle alone, because neither its armor nor weaponry is sufficient. Instead, in later missions, replace the Cossack with the Grozny, so your scouts have a chance to survive once they find the enemy base. The Grozny is well suited to accompanying the Ural, which supplies ammunition to troops at the front.

MI 200 HAN



The Han is mainly a heavy tactical bomber, great for quickly destroying opposing bases. Its bombs do enormously heavy damage. Always keep a few Grozny units by its side for protection. Distract the enemy defense positions with a ground attack and then use the Han to strike deep in enemy territory with a bombing run. Just make sure to pull this unit quickly out of the battlefield. The Han can also transport ore containers over long and difficult distances, and it's also significantly faster than every other transport.

MI 300 THOR



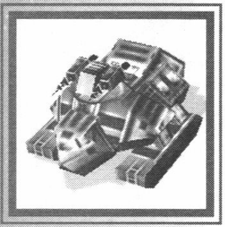
The Thor is an effective air unit and can withstand a couple of hits from opposing air defenses. However, its transport capacity is limited. Still, keep a bunch of these ready to strategically attack opposing bases. Always pull them back immediately for repair and make sure you always have enough ammunition, because otherwise you will suffer unnecessarily high losses. Combine it with the Grozny to achieve a good defense in all directions.

UNITED CIVILIZED STATES UNITS

The UCS's army doesn't depend on traditional tanks but rather on its own platforms, on which it has mounted battle robots. The UCS's air and naval units are just as conventional as the ED's. The troops are quite diverse, with a suitable unit for every task. UCS units have no real disadvantage compared to the other factions' units.

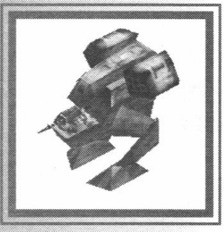
GROUND TROOPS

CARGO SALAMANDER



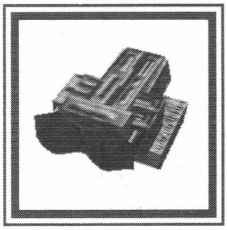
The Cargo Salamander primarily transports construction items and raw materials. Its armor and weapons system make it a difficult target for opponents, though it's not very fast either. With further development, the Cargo Salamander can also be used as a rocket platform in the later missions.

JAGUAR



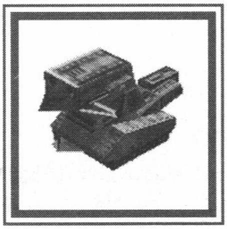
The Jaguar is an incredibly expensive second-generation version of the Panther. Its greatest advantage is a secondary weapon system that greatly increases its firepower. However, the Jaguar is very slow and enormously expensive, so build only as many as you really need. The Jaguar is best used to support an army of Panthers. This unit can successfully break through every opposing defense system.

MAMMOTH



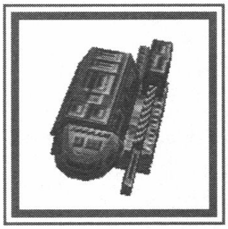
The Mammoth is the UCS's building vehicle. It can construct all base buildings, build bridges over rivers, and, as is necessary in many missions, dig tunnels. Unfortunately, this important vehicle has a few weaknesses: it's very slow and it doesn't have any armor or weapons. Never let the Mammoth operate unprotected, especially near the front. Always keep a few Mammoths in reserve. Otherwise, you could risk the whole mission due to your inability to erect new buildings, build bridges, or dig tunnels.

MINELAYER



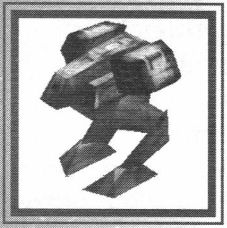
The updated UCS Minelayer can locate and disarm opposing mines, so always take at least one into battle. It can also lay your own mines. Because the new mines can distinguish between friend and foe and don't endanger your own troops, lay mines throughout your own escape routes and base entrances. A mine can destroy practically any enemy vehicle on the spot, so lay plenty of mines in any mission. There's no easier way to weaken your opponent. Always keep a heavy unit near your Minelayer, because its lack of defense capabilities and armor make it easy prey for an enemy patrol.

ORE HARVESTER



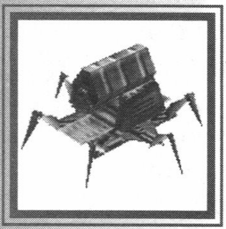
The Ore Harvester mines raw materials and delivers the ore to the Refineries or bases. Because these units don't have armor or weapons, never operate them unprotected outside of your own base. Always keep two or three good fighting units near the ore fields so you can quickly take out attackers. If the paths between Refineries and Mines aren't secured, escort these units.

PANTHER



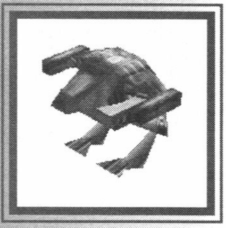
Compared to the other units, the Panther is significantly more impressive and much stronger. Where the Tiger's capabilities leave off, the Panther's show up. It is the UCS army's main fighting unit—take a whole arsenal of these fighting robots into every battle. The weapons systems are substantial and can stand up to almost any opponent, and its enormous armor can turn back a few enemy hits. Its weakness is that it's relatively slow. Pay attention to this when you combine it with air units, because the Panthers are quite a bit slower. Advance slowly with large groups of Panthers and your opponents will barely have a chance.

SPIDER



The Spider is an arachnid-like vehicle platform with six legs. This makes it possible for the Spider to advance well even in difficult terrain. As an attack weapon, Spiders and Tigers complement each other very well in smaller battles. In most cases, the Spider is outfitted with special equipment and thus is more useful for technical and complementary roles than direct attacks on the opponent. In the first missions, you won't use the Spider as much, though in the longer battles in later assignments you will come to appreciate its maneuverability and versatility.

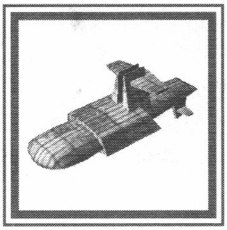
TIGER



You will use the Tiger throughout the first missions of the UCS. It's the standard unit on which most of the heavy fighting robots are based. The Tiger is well suited for base defense, patrols, and scouting. In larger battles, and especially those against LC units, hold the Tiger back because its base-level armor and weapons aren't sufficient. Keep a few of these to secure the area around your base and to quickly frustrate enemy surprise attacks.

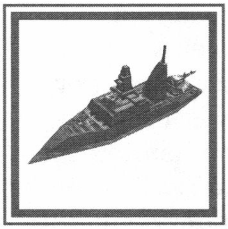
NAVAL UNITS

BARRACUDA SUBMARINE



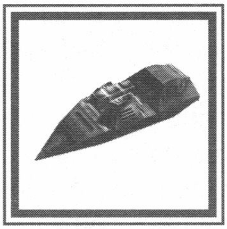
The Barracuda is a new development of the UCS military used primarily as a platform for the newly developed rocket system. Because this unit's camouflage system makes it detectable only by stationary radar systems, it requires practically no support. If the Barracuda is discovered, use a few heavy air units to defend it. Unfortunately, you seldom get to use this weapon.

HYDRA



The Hydra units complement the Shark well. While it's substantially slower and thus not well suited for scouting unexplored waters, its heavy weapons system means this powerful naval unit can decide most sea battles. If you are forced to fight on the seas in a mission, use the Shark to search for the opponent and then attack with Hydras. Upgrading this ship is only worthwhile in longer missions.

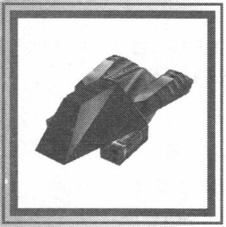
SHARK



The Shark is a small but especially nimble scout boat, whose strength is speed and maneuverability. Don't use the Shark as a fighting unit, because contact with the opposing navy or other units is usually fatal. However, this ship is irreplaceable as a scout. Whenever you need to scout rivers, seas, or the oceans, produce a few of these units and send them out on patrols. But when it comes time for battle, pull the Shark back out of range of the opponent.

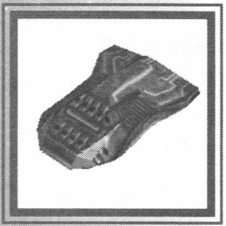
AIR UNITS

BAT



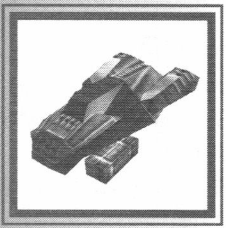
The Bat is slower than the Gargoyle, but its weapons system is much more sophisticated. Use the Bat for patrol flights or for taking out opposing outposts or outlying parts of a base. Because its armor isn't very strong, attack well-defended enemy bases with the Bat only in an emergency. The Dragon is a much better attack craft.

CONDOR



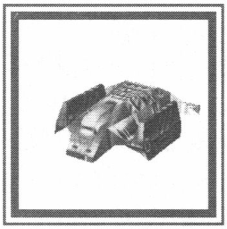
The Condor is almost as speedy as the Gargoyle. However, it isn't a fighting unit, instead it supplies ammunition to the UCS troops on the battlefield. Therefore, the Condor should not be missing from any battle. Use a number of these units, especially in long battles, so you don't run out of ammunition, leaving your units defenseless. The Condor can't defend itself alone, so always ensure that the supply depots are well defended. A fighting unit as an escort might be necessary in heavily embattled areas.

DRAGON



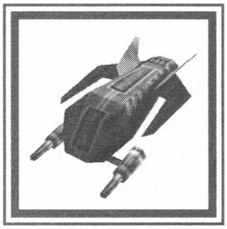
Right from the start you'll realize how important the air force is in this game. The terrain is often very rugged and ground troops can advance only slowly with many detours. The Dragon is very well armored and its weapons have enormous firepower. Use this unit to take enemy bases and target units by surprise from the air. In most missions, combine Dragons with Gargoyles. While the Gargoyle scouts, the Dragon takes out any targets found. Use the Bat only when your budget is too tight for a Dragon.

FTU FOX UNIT TRANSPORTER



This unit's main job is transporting heavily damaged units from the battlefield to your base for repairs. The Fox can only be taken out by serious attacks, making this unit especially useful in longer battles to protect a few units from sure destruction. Obviously you shouldn't remove too many units from the front, but when it's important to rescue a particular unit so it will survive the mission, then don't hesitate to use the Fox.

GARGOYLE



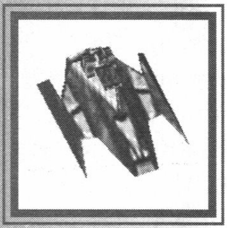
The Gargoyle is one of the fastest units in the whole game. Though you shouldn't use it directly in battle, it's well suited to defending your base against opposing bombers. Its main function is airborne scouting. The Gargoyle can scout the entire area alone regardless of the terrain, turning up mineral resources or finding the opposing base or even a trap. At the beginning of every mission, send out two or three of these scouts to quickly get the overview of the embattled sector so you can use the correct tactics in building your base and advancing on your opponent.

LUNAR CORPORATION UNITS

The LC's units aren't like a traditional army. All units are based on sophisticated new technical developments. This doesn't mean that the LC troops are better than those of the other parties. Because most of the units are very flexible, the LC has about half the units of the UCS or ED. Also, the LC doesn't have a navy, relying instead on a strong air force. The weapon systems of the LC take a little getting used to, but you'll quickly learn to use them successfully.

GROUND TROOPS

CRATER

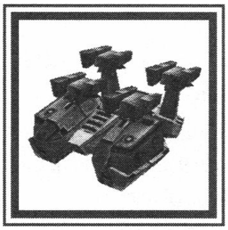


The Crater isn't one of the fastest vehicles in the LC arsenal, though it is one of the best armored. Plus, the Crater has a shield generator that makes it extremely difficult to destroy. Mount large caliber munitions on the Crater to make this vehicle one of the ultimate attack weapons. Every assault force should have a whole contingent of these units. Support the Crater with the Moon for a well-balanced army.

CRUSHER

The Crusher is the best weapon for a quick attack. It's extremely fast and has a very good weapons system. The price for its high performance is its weak armor. The Crusher can't stay at the front for long once the base's defense systems or mobile defenders start to attack it, but there's no better unit for a surprise attack. Support the Crusher with the Lunar and the Moon to enable it to stay at the front longer. These escort aircraft draw the defense fire, while taking out the mobile defenders. Keep using greater and greater numbers of the Crusher and the Crater to optimize their effectiveness.

FAT GIRL

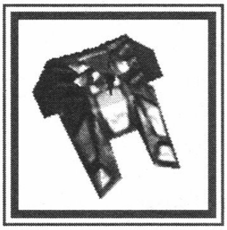


This quite clumsy unit has incredible armor and, with the four weapons systems it carries, quite a bit of firepower. The price for this combat potential is speed, and the Fat Girl is one of the slowest units in the whole game. Fat Girls are best suited as mobile defenders within your base or for guarding strategically important locations on your map.

LUNAR

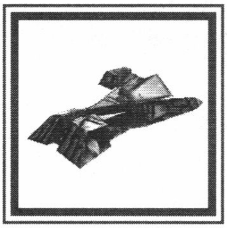
The LC also needs a scout vehicle. This is the Lunar, which isn't suited for combat due to its light weapons and lack of armor. However, because of its speed and maneuverability, it can quickly scout an entire sector. As mentioned previously, scouting the surrounding area is always your first task in any mission, so you can properly orient yourself. Send two or three Lunars in different directions to analyze your surroundings quickly.

MOON



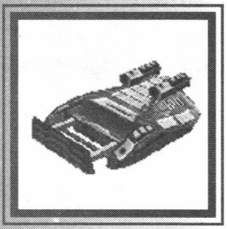
The Moon is almost as fast as the Lunar, but it's better armored and carries heavier defenses. It is excellent for patrols and for scouting in later missions, where the Lunar would suffer too many losses. Take the Moon into combat only in combination with heavier units; alone, the Moon can't inflict serious damage on opposing troops or bases. The Moon also works well as an escort in unsecured areas.

NEW HOPE



The New Hope is mainly a scout vehicle that can repair itself within a few seconds. Unfortunately this special ability only allows it to carry one weapon, the Impulse Cannon. It's still quite effective as a companion vehicle for escorts or for scouting unexplored areas. However, never send it into battle alone and don't leave it at the front for too long. Pull it out of combat so it can repair itself and then advance once again at full strength.

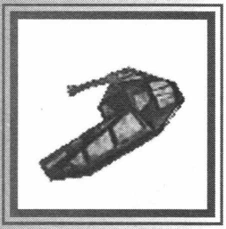
TUNNEL DIGGER



Before the Tunnel Digger's invention, the LC troops were at a disadvantage when opponents advanced underground. With the Digger, the LC can also burrow underground and add tunnel systems. Because many LC units can use these tunnels to avoid aboveground obstacles, the LC can now also take advantage of new strategic possibilities.

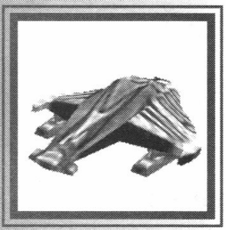
AIR UNITS

METEOR



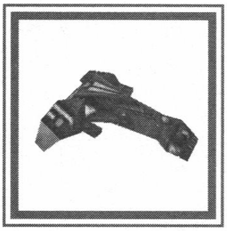
The Meteor is a very light fighter that only has limited armor and a light weapons system. Use it mainly to scout new territory and fight enemy bombers that don't have air-to-air defenses. If the game sector is too rugged or uneven for the Lunar, leave the scouting to the Meteor.

SUPER FIGHTER



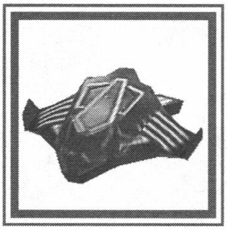
The Super Fighter is a cross between the Meteor and the Thunderer. It is quick and also has a capable weapons system. It is especially well designed for defending against enemy aircraft. Always produce a couple extra of these, especially when the opponent has a large air force and sends them out to gain air superiority of the whole sector. With Super Fighters, you can immediately regain superiority.

THUNDERER



The Thunderer is aptly named. Although it isn't the LC's fastest unit, its heavy armor allows it to penetrate deep into opposing territory, without sustaining significant losses. The Thunderer is armed with the heaviest rockets and its sonic cannons can destroy whole opposing troop contingents. This unit is well suited for the first strike against an enemy base or advancing army. Support the Thunderer with a fast fighter such as the Meteor to protect yourself against maneuverable opponents. You'll have a lot of fun with the Thunderer even though this unit is relatively expensive.

TRANSPORTER

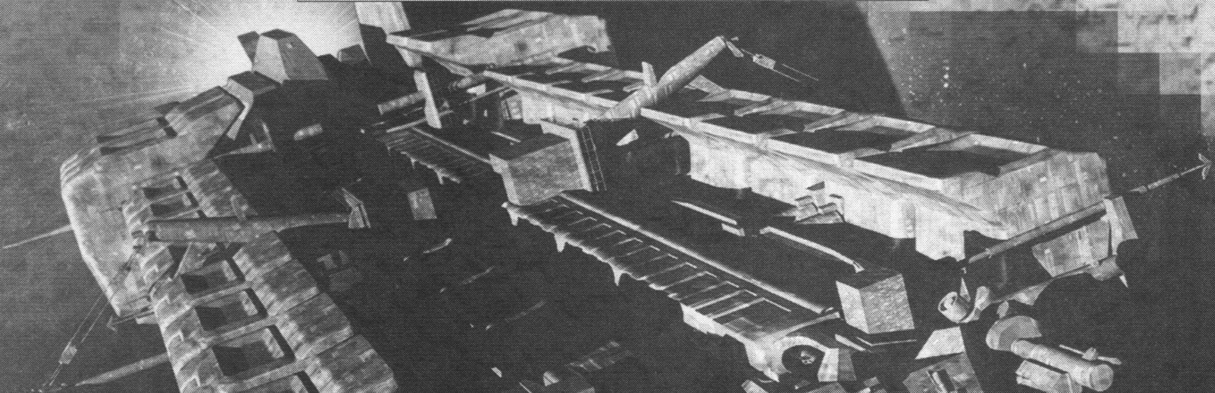


The LC also has an emergency unit for rescuing other units from the combat zone so you can repair them at your base. The Transporter has only medium armor and no weapons, so operate it with care within range of the front.

THE SEQUEL TO

EARTH 2150

CHAPTER 3
THE BUILDINGS

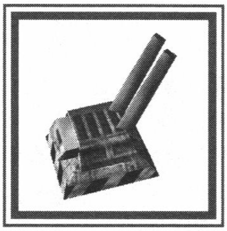


MOON PROJECT

Like the armies, the buildings available to each of the three superpowers are quite different. While each faction has a building for producing troops and raw materials, these differ too, and not just visually. This chapter describes all structures so you'll know what each building is good for.

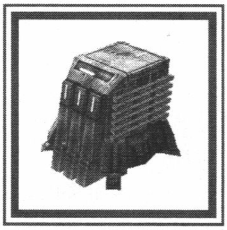
THE ED BUILDINGS

ARTILLERY



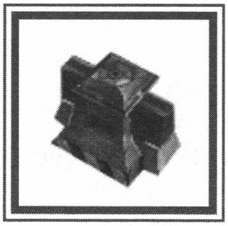
The stationary Artillery position of the ED is feared by the troops of the UCS and LC. This powerful defense has enormous firepower. Although the Artillery has less range than its UCS counterpart, its shots do far more damage on impact. The Artillery can't defend itself at close range, so always keep a few mobile units in range of these defenses. The Artillery is a great weapon against the opposing base and against larger enemy platoons as well. Choose Artillery if you need a strong weapon with long range and can't afford the investment for a Missile Control Center.

HEADQUARTERS



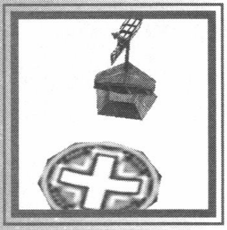
The Headquarters is the logistics center of your base. It controls weapons production, the base lighting, and many other game tasks. Because these tasks grind to a halt if the Headquarters is destroyed, place this building in the most secure corner of your base. Secure it further with small stationary defense systems.

HEAVY TOWER



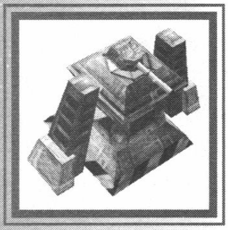
The Heavy Tower is a big improvement over the Small and Large Towers. It allows you to mount more weapons and better defend your base. The Heavy Tower can successfully defend against small attacks, though multiple Heavy Towers are needed to turn back large assaults. Nevertheless, one Heavy Tower can handle more than several Large Towers.

LANDING ZONE



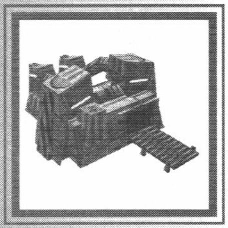
The Landing Zone makes it possible for heavy transporters to land. Because of the powerful guide beams of the Landing Zone, the transporters can land at night and in any weather. Protect the Landing Zone well in every mission, because it's the only way to transport your units back to your main base after a successful battle. If the front lines within a mission are too far from the Landing Zone, construct a second Landing Zone in the deployment area. You must then tell the transporter which Landing Zone to drop the units at.

LARGE TOWER



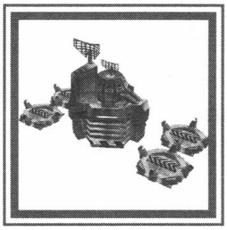
The Large Tower takes up where the Small Tower leaves off. Because of its height, the Large Tower is ideal for shooting over Small Towers and Pill-Boxes. However, like the Pill-Box, it's dependent on a Power Plant. The Large Tower starts with heavy defenses. When this isn't enough, the tower can be upgraded with lasers (against ground troops) or rockets (against air units), making it a major threat to any opponent. If you position a Large Tower in narrow valleys, the base entrance, or a bridgehead, opponents cannot easily pass these points. Placing two or three Large Towers next to one another maximizes their firepower, although that is quite expensive.

MINE



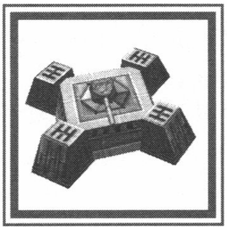
While the UCS collects raw materials and delivers them to the Refinery with the help of collectors and transporters, the ED installs Mines at every ore deposit. Mines extract raw materials from the ore deposit and package the ore in containers. These containers are picked up by transporters and taken to Refineries. Build Mines and Refineries as close together as possible so that these distances aren't too great, unless the Mine is in a very insecure area. Depending on the size of the deposit, you can place one or two Mines next to each other. The mining goes a lot faster with two Mines, assuming you have enough transporters assigned. The rule of thumb is two transporters per Mine, though when the distance is greater, three or even four transporters can be used. Because the loss of a Mine is a definite setback, protect this structure and the Refinery as well as possible.

MISSILE CONTROL CENTER



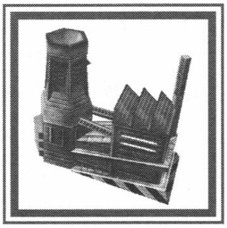
The Missile Control Center is needed for one of the most dangerous weapons in the game—the atomic warhead rocket. It inflicts great devastation against your opponent and also pollutes whole parts of the sector for the rest of the mission. Although atomic weapons can't be used in the first missions, you'll appreciate the power of these long-distance weapons in the later missions. Atomic rockets have a very high accuracy in spite of the enormous distances. Build the MCC in a well-secured area of the base and leave a little room around the building so you can build the Silos nearby. This structure will be one of your opponent's favorite targets, so protect it with mobile and stationary defenders.

PILL-BOX



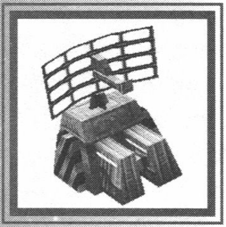
The Pill-Box is one of the stationary defense systems of the ED. It is especially well armored and has a strong defense. The Pill-Box can hold up single units or small platoons without a problem, especially if you put two or three at key points on the map or within your own base. However, the Pill-Box alone isn't enough for your entire defense. Keep mobile units and other defense systems ready behind the Pill-Box to successfully turn back your opponent. Because the building is very short, other defense units can shoot over it. Unfortunately, this building's usefulness is somewhat limited because it's dependent on power supply from your Power Plant. Still, don't scrimp on these for defense.

POWER PLANT



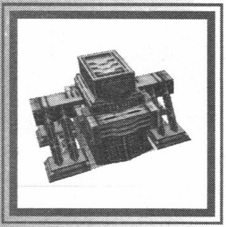
Even in the 22nd century, all buildings and systems need energy. This energy is derived from Power Plants. Compared to the UCS's Power Plants, the ED Power Plants have a lower output and a smaller range. They can't be expanded either. This isn't really that bad because it's generally better to spread your Power Plants throughout your base, so that you don't lose your entire power supply at once in an attack. You can place ED Power Plants right in the middle of your base. Make sure that the Power Plants aren't directly in your opponent's attack path.

RADAR



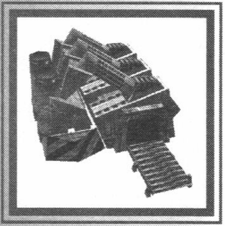
The ED's Radar has two tasks. First, it negates the camouflage effect of many UCS units, making them visible. Second, its strong magnetic field disrupts the connection between opposing units and their Headquarters. Many enemy units within the Radar's range lose their orientation, making them easy pickings for ED forces. Equip your base and eventually an outpost with Radar, especially in the later missions, where the UCS relies more heavily on camouflage. Camouflaged opponents are almost impossible to hit, so don't scrimp on Radar stations.

RECYCLER



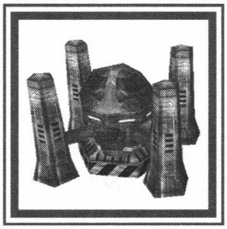
The ED's Recycler lets you recycle obsolete or heavily damaged combat units and other vehicles. Depending on the unit, you recover about 50 percent of the production cost. Because you seldom have units that aren't at least good for cannon fodder, carefully consider if it's worth the few credits to recycle a unit.

REFINERY



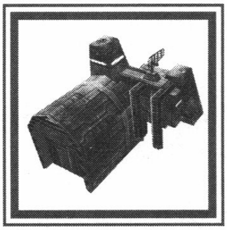
The Refinery transforms the ore containers (delivered by the transporters from the Mine) into credits, which you can then invest in additional structures, civilian vehicles, or combat units. Just like the Mine, the Refinery is a difficult building to protect, because your transporters must be able to easily reach it, while being protected from enemy attacks. Always station a few mobile units and even a stationary defense system in range of the Refinery, so you can adequately defend it. If you have enough raw materials, build more than one Refinery in your base to greatly speed up production.

RESEARCH CENTER



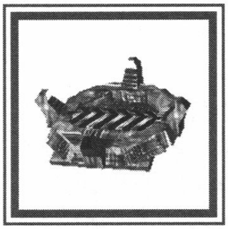
All technical developments that aren't available at the beginning of the game are developed in the Research Center. You must order these upgrades and supply the necessary credits. You won't have enough credits to completely research all technical possibilities, so carefully plan which units to fully develop and which to leave in their standard configuration. Definitely put the Research Center in a secure area of your base, because its loss means that all current research ends, losing not just a lot of credits, but also valuable time.

SHIPYARD



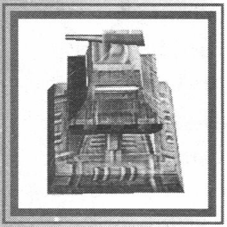
The ED's naval units are produced in the Shipyard. The Shipyard is worthwhile in only a few missions, because the investment required to produce the Shipyard and a usable fleet is pretty high. Should you decide to construct a Shipyard due to the layout of the sector, first determine that you have access to all of the necessary rivers and seas from that location. To make sure your Shipyard isn't an easy target for opposing ground troops or navy, protect it on both the landward and seaward sides with mobile defenders. Station a few especially strong units on the seaward side until you control the seas.

SILO



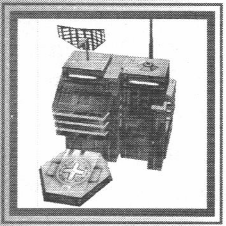
Silos store ballistic missiles and atomic rockets. Always build Silos within range of the Missile Control Center so you can launch the rockets. After a rocket is launched, it takes a really long time for the Silo to be ready to fire again, so build at least four Silos. In longer battles it can be quite worthwhile to build more Silos, though don't lose sight of the high cost. Use the rockets strategically to drive the opponent out of targeted sectors. If your enemy doesn't have rockets, the battle can quickly turn in your favor.

SMALL TOWER



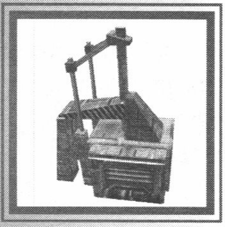
The Small Tower is the standard defense system in the early missions when the Large Tower and Pill-Box aren't justified. The Small Tower easily dispatches opposing air units, though it doesn't do as well against ground troops. However, it can hold its own against individual opponents or small platoons. The Small Tower becomes really powerful when you place two or three towers directly next to one another so they can concentrate their firepower. Secure key locations with the Small Tower and scatter them within your own base, so that if your opponent succeeds in advancing into your base, you can take him out before he does serious damage. Because the Small Tower can't be significantly upgraded, switch to the Large Tower as soon as possible, especially in later missions.

SUPPLY DEPOT



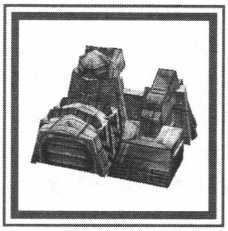
The Supply Depot, one of the most important structures, supplies all fighting units with ammunition. Units are automatically resupplied when they run out of ammunition. If you want to resupply a unit that still has some ammo remaining, you can order this separately. Units that run out of ammunition in the underground tunnels cannot be resupplied until they surface. Especially in the longer battles, you need at least two or three Supply Depots. Resupply your units with new ammunition before each battle. Running out of ammo makes your units easy targets for the opponent.

TUNNEL ENTRANCE



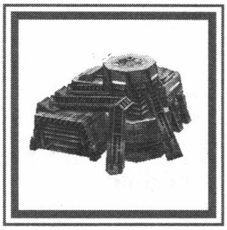
The ED Tunnel Entrance is easily noticeable in the landscape due to its size, unlike the tiny, inconspicuous entrance of the UCS, and thus must be much better guarded. With the help of Tunnel Entrances, you can transport units between the surface and the tunnel systems that run under many sectors. Using the tunnel system, you can bring a few units to safety in the event of an attack, or dig tunnels up into an enemy base. Make sure every tunnel system has more than one entrance—if the only existing entrance is destroyed, you can't get your troops out of the tunnels. For extra security, always keep a construction machine parked in the tunnels.

VEHICLE PRODUCTION CENTER



All nonmilitary vehicles, such as construction machines, are built in the ED's Vehicle Production Center. The strong armor and defense weapons allow it to defend itself for quite a while against individual attackers. However, this weaponry isn't enough to defend against a platoon of opposing troops, so always station additional defensive units within range.

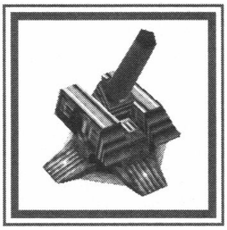
WEAPONS PRODUCTION CENTER



Because this building produces all tanks and other combat units, protect it at all costs. Always place enough defense systems around it, and if possible, build an extra Weapons Production Center too. Place this building in the front of your base and protect it well, rather than hiding it in the back, so your troops can deploy quickly. Also leave enough room around it to assemble larger platoons.

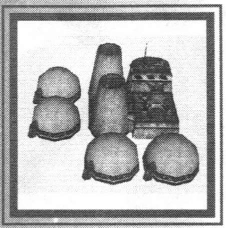
THE UCS BUILDINGS

ARTILLERY



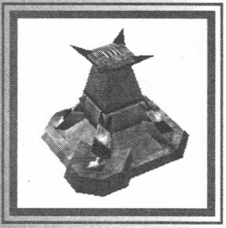
The UCS stationary Artillery has an enormous range and good firepower too. It is a danger to every enemy mobile unit and building. To protect your own base or to fire on your opponent's base from long range without endangering yourself, build Artillery.

ATOMIC POWER PLANT



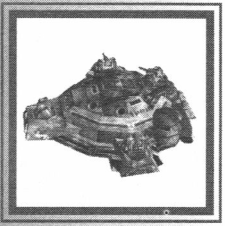
The Atomic Power Plant is the power supply for every UCS base. It supplies a predetermined amount of electricity to a particular radius. If buildings are erected outside of this radius, special Energy Transmitters must be constructed to conduct the electricity over long stretches. The Atomic Power Plant can be upgraded to deliver significantly more power. This upgrade is only sometimes worthwhile. Especially in the longer missions, it is better to erect multiple plants, so that the loss of one building doesn't knock out power to your whole base. Whenever possible, place Atomic Power Plants in well-secured areas of your base.

ENERGY TRANSMITTERS



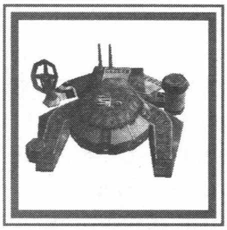
The Energy Transmitters conduct electricity produced by the Atomic Power Plant beyond its range. Multiple transmitters can be erected in series, so that power can be supplied to distant outposts or even a second base. That way, a limited number of Power Plants can supply your whole army. Unfortunately, Energy Transmitters can't defend themselves and are easily destroyed, so never place them without additional defense. Their weakness also means that it's not a good idea to place your Power Plants at a great distance from your base. It's likely that power to your base and stationary defenses will be cut off by a break in power transmission.

FORTRESS



The Fortress gives the UCS the game's most heavily armored and hardest to defeat structure. With four cannons and almost impenetrable armor, the Fortress is the mightiest of defense structures. Unfortunately, this building is very expensive, so you can't produce incredible numbers of them. Carefully consider where to erect the Fortress. The radius of defense is pretty great, so you can protect a small base with it. Otherwise, Fortresses are well suited to key points in the sector such as bridges or small valleys. In those cases you should definitely secure the power supply to the Fortress. Your opponent can destroy a Fortress only with an enormous number of troops. To prevent this, send aid to your Fortress before it's totally destroyed.

HEADQUARTERS

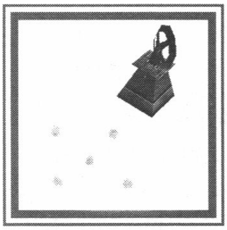


The Headquarters is the control center of your base. From here, the whole war effort is organized, and this is where your military command sits. Headquarters controls all building-mounted weapons within the base, and much more. Without a Headquarters, many functions are impossible and missions are virtually unwinnable, so protect it especially well.

HEAVY TOWER

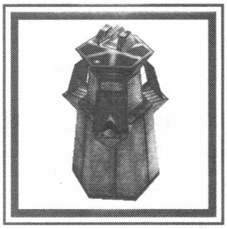
The Heavy Tower is a big improvement over the Small and Large Towers. It allows you to mount more weapons and better defend your base. The Heavy Tower can successfully defend against small attacks, though multiple Heavy Towers are needed to turn back large assaults. Nevertheless, one Heavy Tower can handle more than several Large Towers.

LANDING ZONE



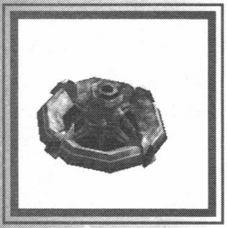
The Landing Zone is your connection between your home base and the deployment area. Heavy transporters, which transport units between the main base and the combat area, need Landing Zones. You can construct multiple Landing Zones throughout the sector in case the front line has moved or a Landing Zone has become unsecured. You must tell transporters which Landing Zone to land at.

LARGE TOWER



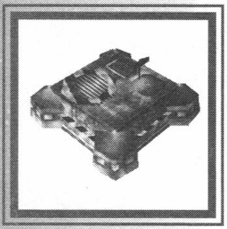
The Large Tower takes up where the Small Tower leaves off. It is not only much more optically imposing, but it's also very difficult for the opponent to get by. With the right research, the Large Tower can later be equipped with a laser cannon or rockets to provide a level of base protection that can only be exceeded by a Fortress. A tower equipped with rockets does very well against air units, while its cannons are better against ground troops. Protect your base with multiple variations of this tower to make it almost impossible for the opponent to take your base. Naturally, these towers can be used at other strategic locations, as long as they are supplied with power. Narrow valleys are a great location for towers to quickly take out every opposing assault force. Don't scrimp on these structures for protecting your base.

PLASMA CANNON



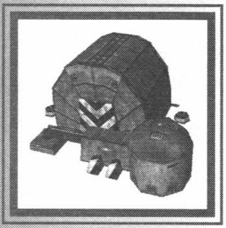
Once you have built a Plasma Control Center and thus set up the corresponding connection to the satellites, you can fire off a bundled plasma beam. You can hit the opponent anywhere in the whole sector, even in the unexplored areas. The plasma beam is so strong that all opposing units and most buildings are instantly destroyed once it hits. Unfortunately, you can seldom use this effective weapon of mass destruction.

PLASMA CONTROL CENTER



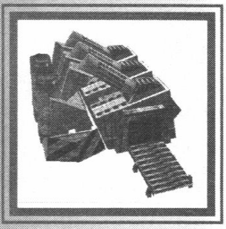
This building lets you control Plasma Cannons and you can't use them without it. Because it cannot defend itself, don't build it in an undefended location. Also locate the Plasma Cannon within range of this building.

RECYCLER



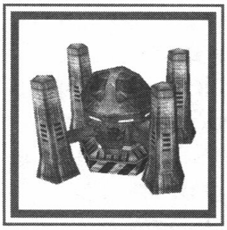
With the Recycler, you can gain a few credits if you absolutely need them. If you send a unit to the Recycler, you regain about 50 percent of the unit's original production cost, depending on its type. But this is rarely worthwhile. Unless you have a large number of heavily damaged units or desperately need a few credits, don't bother to build this structure.

REFINERY



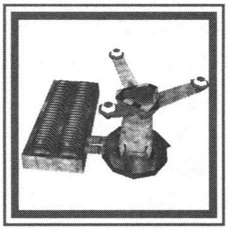
Raw material containers are unloaded at the Refinery and converted into credits. Both vehicles and air units can supply the Refinery. Place it close to the ore fields and near your base entrance, so that the transporters don't waste too much time. However, a Refinery built outside your base quickly becomes a target for enemy attacks. If you must build it outside of your base, place a few combat robots in range of the building to protect it.

RESEARCH CENTER



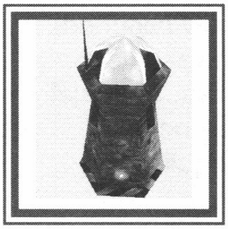
All the game's developments are made in the Research Center. This is where platforms for combat robots and civilian vehicles are developed. The different weapons systems, special equipment, and new ammunition types are all created here. To keep up with your opponent throughout the campaign, you must continually develop new weapons systems (and pay a large number of credits to do so). Still, it's almost always worthwhile, and fighting with the heavy weapons is more fun. Because you need the Research Center throughout the whole campaign, place it in a well-secured, defensible area.

SDI DEFENSE CENTER



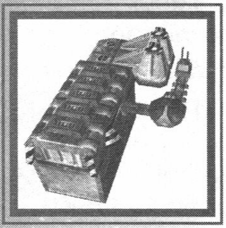
Although you won't need this defense system in the first missions, you will definitely need it later. The defense system scans for enemy atomic rockets on a flight path for your base, then uses lasers to destroy the rockets in the air, without any damage to your buildings or units. Because enemy rockets can do enormous damage, this is a worthwhile investment. Its major disadvantage is a very limited range, so build the defense system near tactically important buildings, such as the Weapons Production Center or the Vehicle Production Center. Don't scrimp on building this defense system, because losing a mission or rebuilding half a base is much more expensive.

SHADOW TOWER



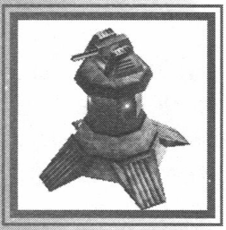
The Shadow Tower is a stationary camouflage system. It's excellent for completely hiding whole outposts or the defense systems in front of your base. The opponent then runs right into unanticipated traps, and your troops can take them out before they can reorganize. Unfortunately, the tower's range is limited, though it's sufficient to hide a whole range of units. The investment in this tower is especially worthwhile in long battles where you suffer multiple attacks.

SHIPYARD



The Shipyard produces all of the UCS naval units and must be built next to bodies of water. It's big and needs a lot of room. Carefully consider if a Shipyard is necessary for the mission. If you do erect a Shipyard, station mobile defenders on both the landward and seaward sides to protect it. This is especially true if you are forced to construct it outside of your own base.

SMALL TOWER

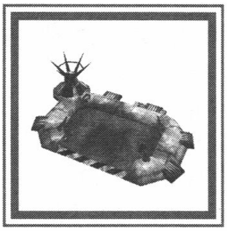


The Small Tower is the standard defense unit of every UCS base, especially in the first missions. It successfully defends against single opponents and is well suited to use as an outpost. While the Small Tower is exceptionally well armed against enemy air attacks, it has only moderate success against ground troops. To increase the Small Tower's effectiveness, place two or three together. This increases the firepower and makes it difficult for the opponent to advance any farther toward your base. Also scatter a few within your base to stop any opponents that have penetrated your base before they do more extensive damage.

SUPPLY DEPOT

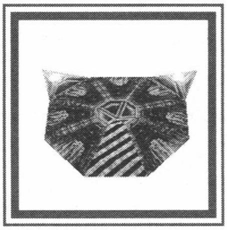
The Supply Depot supplies your troops with ammunition. You need the Supply Depot in just about every mission. Place it within your base so it can be quickly reached by munitions transporters. To maintain a steady supply to your troops, erect multiple Supply Depots. Especially in long battles, your combat units will need new ammunition multiple times to successfully gain ground on the enemy troops.

TELEPORT



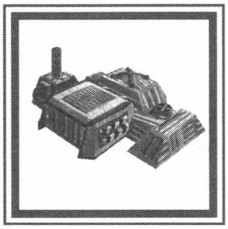
The Teleport is one of the most important inventions in the UCS arsenal and one that you'll quickly learn to appreciate. Using the Teleport, units can be transported from one end of the sector to the other in practically no time. Platoons can be quickly sent from your base to an outpost and from there to the front or to a second base. To transport, you need at least two Teleports. You can subsequently add more Teleports and designate which are used. This is a fast way to send raw material transporters back and forth from the ore deposits to the Refinery. In an emergency, you can also bring your units back through the Teleport. One Teleport does you little good, so protect these buildings well. Your opponent is also aware of the advantages of the Teleports and will try to destroy them in many missions.

TUNNEL ENTRANCE



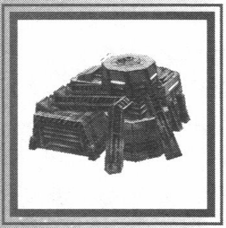
The Tunnel Entrance is the connection between the surface and the tunnel system you construct under your base. The Tunnel Entrance has its own generator and thus doesn't need to lie within range of your Power Plants or transmitters. Because it's impossible for your units to leave a tunnel if the Tunnel Entrance is destroyed, always have multiple Tunnel Entrances. Also keep a construction vehicle stationed in the tunnels, so a new exit can be created from below.

VEHICLE PRODUCTION CENTER



This building produces all nonmilitary vehicles, including construction machines. It has good armor and a cannon that can repel attacks by individual enemy units. Still, the Vehicle Production Center should always be well protected. Construction vehicles are easy targets for opposing attacks and if the Vehicle Production Center is destroyed, you'll have little opportunity to repair your base. Always place this building in the rear of the base, where there's a little extra protection, and definitely place a defensive installation within range of this building.

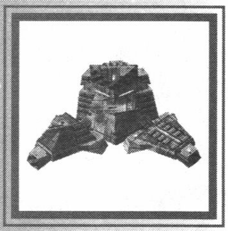
WEAPONS PRODUCTION CENTER



All UCS combat units are manufactured in the Weapons Production Center. The Weapons Production Center is one of the most important structures in the game, as it produces mobile defenders for your own base as well as your assault army. The strategic placement of the building within your base is somewhat difficult. Placing it far forward in the base gives the troops room to assemble and head off to battle without wandering through your base. On the other hand, this building is both poorly armored and a favorite target of your opponent, putting it in constant danger. Protect it well with both mobile and stationary defensive units.

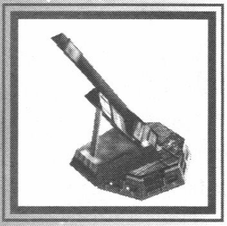
THE LC BUILDINGS

AERIAL SUPPLY CENTER



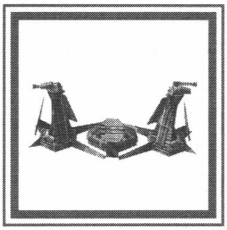
This supply center provides new ammunition to the LC units deployed on the front. Small transport aircraft ferry the ammunition from the base to the deployment area. The Aerial Supply Center can also repair units that have come back from the fight with heavy damage. Although you should place this building within the base and protect it well, also make sure that it can easily be reached by transport aircraft and damaged units returning from battle. When things need to move quickly, every little delay is too long. Build multiple Aerial Supply Centers in the later missions, as both your repairs and arms buildup will move much faster.

ARTILLERY



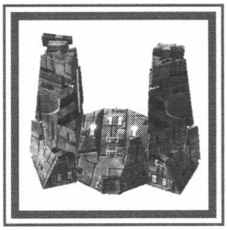
The LC's stationary Artillery has an enormous range and equally impressive firepower. Always use the Artillery when you need to fire on larger opposing platoons or small outposts from a great distance. Place two or three of these defenses in the vicinity of your base, and depending on the size of the sector, also provide your outposts with Artillery support to significantly reduce your opponent's freedom of movement.

DEFENDER



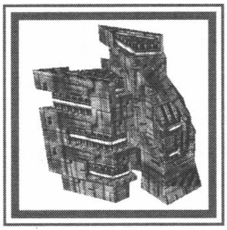
The Defender is a light LC defense system that works well against the enemy air force and ground troops. Always erect three or four Defenders next to one another to increase their effectiveness. The Defender is designed to hold up larger platoons, but its also serves as an early warning system, just like the smaller defense systems of the EC or UCS. Ring your base with Defenders to hold off the opponent until your mobile defenses have been organized. To stop larger opposing platoons, use the Guardian.

GUARDIAN



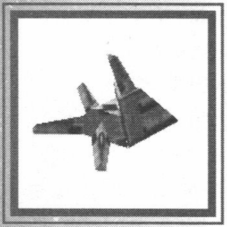
The Guardian is one of the best-armored buildings in the whole game, easily rivaling the UCS Fortress. The Guardian is a kind of double tower with enormous firepower. Opposing platoons get by only with great difficulty, and individual units or small patrols have no chance of getting past the Guardian. Because of its great performance, place the Guardian at all key points in the sector, as long as they are in range of your base. Put some inside your base too, as nothing can protect it better. Even though they require an enormous investment, don't scrimp on these, especially in the later missions.

HEADQUARTERS



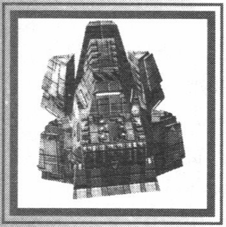
The LC Headquarters is just like the Headquarters of the UCS or the ED, in that it's responsible for maintaining all important functions within the base, such as controlling the cannons. Losing this building can quickly mean a total breakdown of all processes within your base, so put it in a well-protected area where it can't be reached by opposing units.

LANDING ZONE



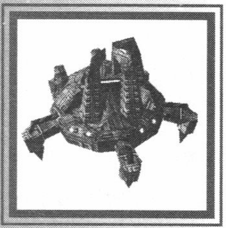
The LC also use large transporters that require a Landing Zone to be able to drop the troops in the deployment areas. Like the other factions, the LC can also utilize multiple Landing Zones within a sector, and these Landing Zones can also be used around the clock and in any weather conditions. Protect the LC Landing Zones well, because if you lose the last Landing Zone in a sector, you can't bring back your troops.

MAIN BASE



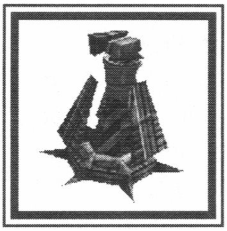
The Main Base takes the place of both the Vehicle Production Center and the Weapons Production Center for the LC, as all types of LC units are manufactured here. The building is not dependent on the power supply due to its generator. It also has multiple cannons and strong armor. The building can be placed in the front of a base, and even outside the protecting walls, though you should then protect it well with additional units.

MINE



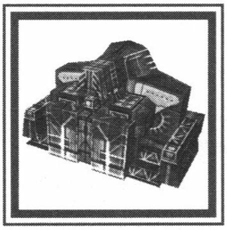
The LC's Mine is significantly more advanced than those of the other two factions. It must be constructed over the raw material deposits, but it also converts the ore directly into credits. Because it isn't necessary to transport raw materials, it saves time and reduces the risk of loss. The disadvantage is that the loss of this structure is even more noticeable in the production cycle, so protect the LC Mines especially well against opposing attacks. Always keep a few mobile units stationed to guard the Mine, and when in doubt put a defense installation in range.

NEST



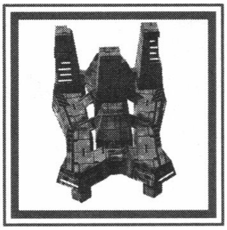
The Nest is a light defensive installation that can be placed in difficult terrain. As with the Defender, the Nest works the best when you place multiple buildings in one location. Use the Nest to hold up your opponent's patrols as an early warning system for your base, or for short-term defense of buildings within the base. The Nest takes up significantly less space than the Defender and thus is much more flexible to locate.

RECYCLER



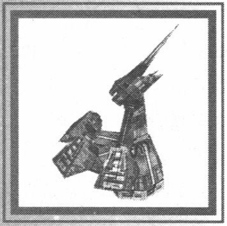
As with the other factions, the LC can recycle old or heavily damaged units with this installation. You get back about 50 percent of the original production cost for the recycled units. Still, the conversion of most units to credits isn't worth it. Instead, use those units as a distraction or as cannon fodder. The investment in a Recycler is barely worth it within the campaign.

RESEARCH CENTER



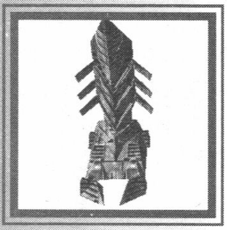
Although the LC's weapons systems and vehicles are much more developed than those of the UCS or ED, the LC scientists aren't satisfied with their results to date, and thus continue their research, as long as you provide the necessary credits. With the LC, you must choose certain research paths, because you won't have enough time or credits to develop all upgrades in the course of the campaign. Make this decision during the first missions to avoid wasting any credits right from the beginning. If you massively build up special units, you'll gain a decisive advantage over your opponent.

SDI DEFENSE SYSTEM

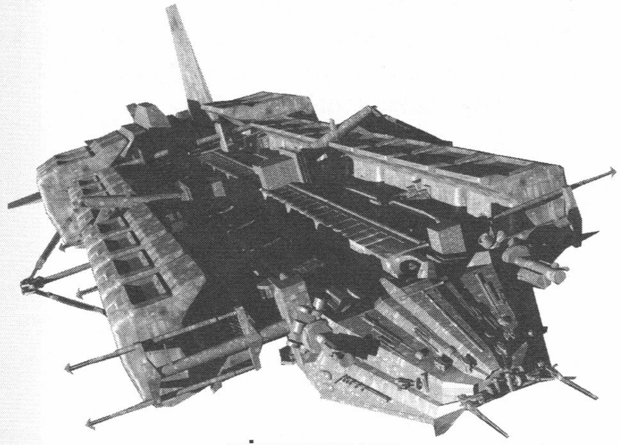


The LC also has a rocket defense system. Although you won't need it in the first missions, you'll definitely appreciate it in the later battles. As soon as an atomic rocket enters airspace over your base, the SDI Defense System fires a laser that destroys the enemy projectile in mid-air, so that the important buildings within your base aren't damaged. The range of this defense system isn't great, so place it as near as possible to the important buildings within your base, or erect several of these defensive systems. Even though the cost is very high, don't scrimp on defense.

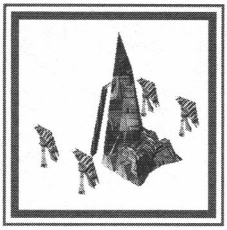
SOLAR BATTERY



The Solar Battery is just as important as the Solar Cells. Solar Batteries store the energy generated during the day and supply the base with electricity at night. The batteries' range is enormous, and thus you can supply great areas with only a few Solar Batteries. Notice that only a few buildings lose power when a Solar Battery is lost. Supply the most important areas such as the center of your base with multiple batteries. In spite of the long range, try to keep a fairly dense network, especially in the later missions, to ensure round-the-clock power supply. Protect the Solar Batteries with small defensive systems, so attackers won't have an easy time with these poorly armored structures.

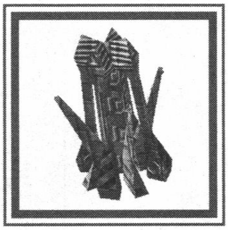


SOLAR POWER PLANT



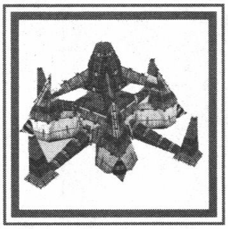
Your base gets its power from a modern Solar Power Plant. This Power Plant's range is significantly greater than those of the other factions, so distant buildings can be supplied with power. Note that the plant doesn't produce any power on its own, but rather draws energy from Solar Cells that must be separately erected. Because the Solar Cells can only charge in daylight, always ensure an excess of energy to avoid nightly power outages. Solar Cells produce more or less energy depending on how the light hits them. Think about this when building your Solar Cells and Solar Power Plant. Place the plant in a well-secured position, because all LC structures are worthless without power. If you lose one or all of your base's Power Plants, it's very difficult to hold out very long against an attack.

WEATHER CONTROL CENTER



The LC doesn't have atomic warheads, ballistic missiles, or other classical weapons of mass destruction. Instead, it can influence the weather around an opposing base with the Weather Control Center. Depending on region, it can call up meteor showers, rain, lightning strikes, and storms, which can inflict heavy damage on your opponent or make the use of particular units impossible. And most buildings can't survive a lightning strike. Compared to conventional weapons, this type of mass destruction takes a little getting used to, and you only have a few opportunities to use the Weather Control Center, though the use of the building in a few missions is completely worthwhile. In the first missions, invest your credits in more important structures.

XYREX POWER PLANT



The Xyrex Power Plant evens out the disadvantages of the Solar Power Plant. Its output is much higher and can thus easily supply a medium-sized base alone. However, it is quite costly and isn't worth it in all cases. In the first missions, rely on the Solar Power Plant, and build the Xyrex Power Plant in only a few of the later missions. Be careful in its construction, because the plant requires a lot of space and shouldn't lie in your opponent's direct attack path.

THE SEQUEL TO
EARTH
2150

CHAPTER 4
STRATEGIES AND TACTICS

MOON
PROJECT

Read this chapter before you set off to conquer the game's three campaigns. You'll find important tips about constructing your base, using resources, and tactical battle methods. A few basic hints and strategies will make your path to victory much simpler, especially if you are new to the real-time strategy genre.

BASE CONSTRUCTION

In contrast to most games of this genre, here you keep a main base throughout the whole campaign. Depending on which campaign you start with, your main base will be at various points in its construction. Add the missing buildings as you go.

Keep adding to your main base so that it can provide the necessary support for you to successfully handle the deployment areas. Your main base can conduct research almost undisturbed by your opponent, as well as produce and develop new fighting units and repair damaged units. It also serves as a retreat point. Attacks seldom occur on your main base, but keep a few mobile defenders and put up a few antiaircraft installations to be on the safe side.

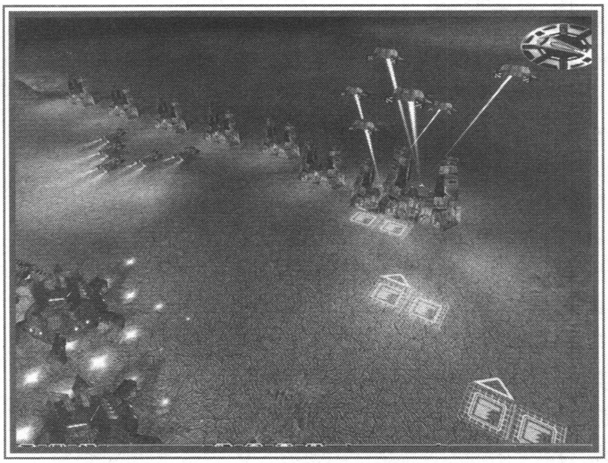


Fig. 4-1: Don't skimp on defensive systems in any mission.

In addition to this main base, you'll also need to construct a number of small bases in the deployment areas, depending on how long the deployment takes.

Always seek a location that is as secure and easy to defend as possible. This could be a corner of the sector, a small plateau, or a valley surrounded by high mountains. A suitable location makes it difficult for an opponent to enter from a given direction, while at the same time offering you a way to quickly move into the rest of the sector. For example, if you place your base in the southeast corner of the map and a high mountain ridge runs along the western side of your base, you would only really need to defend your base from the north. In this way, you can save time and money, and can concentrate your mobile defenders and defense systems on one side of the camp.

As soon as you have found an appropriate location, begin erecting the most important buildings. Tactically, it's better to begin construction a little back from where your entrance will eventually be located. That way, your base can later expand forward as well as to the rear.

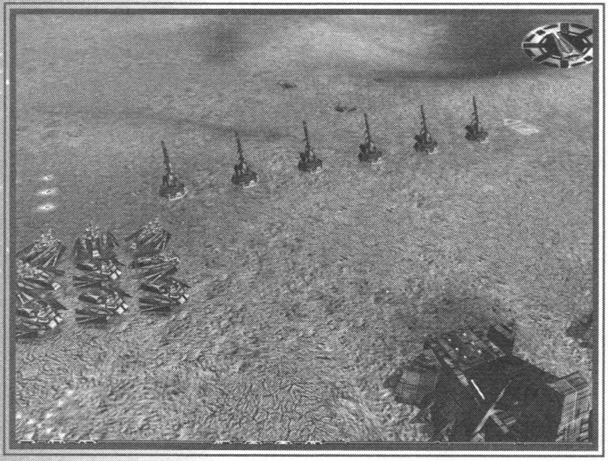


Fig. 4-2: Artillery is an especially effective all-around weapon.

Before you begin the massive construction of your base, consider your defenses. Right from the beginning, erect sufficient stationary defense systems, then keep expanding them during the mission. At the same time, make sure you have enough power and begin producing troops and raw materials. As soon as your base is halfway secure, send out the first patrols and scouts.

Place your most important buildings toward the rear of your base and protect them well. Naturally, this isn't always possible, and the troop-producing building shouldn't be *too* far back. Also, don't place the Research Center, Headquarters, and Power Plant within direct range of an opposing assault. On the other hand, well-armored buildings such as the Vehicle Production Center can be placed in the forward area of the base, near the other troop-production areas. This way, you can quickly assemble your troops and send them marching on their ways, without blocking their paths or making them cross through your base. To prevent a traffic jam of troops or production units inside of your base, always leave enough room between your buildings. This also allows you to add antiaircraft rockets and small defensive towers between your buildings. By spreading out your buildings, a nuclear attack will destroy fewer buildings than if they are closely bunched.

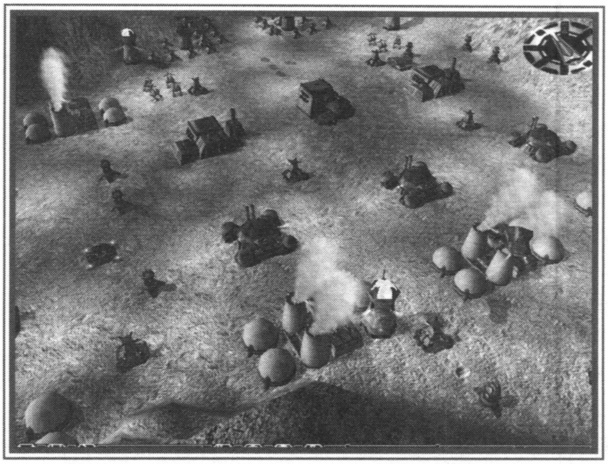


Fig. 4-3: Loosely laid-out bases allow plenty of room for troops.

TIP: Spread out power and production plants in your base, so you don't lose all of your power or production at once during a nuclear attack.

Because you have a limited number of credits, carefully weigh which buildings are necessary for a mission. Although you can always sell a building later, just like you can recycle units, you never recover the full value of the new building. Further information on placing individual buildings and their importance is found in Chapter 3.

RESEARCH

At the beginning of every campaign, you have only a given contingent of units and weapons. To develop weapons upgrades and better-armored vehicles, you must provide the corresponding research assignment for your Research Centers. Naturally, research costs time and money, so begin quickly.

You must also decide which units to further develop. You won't have enough credits to provide all units with every upgrade and to develop every weapon. So choose a few units that suit your tactics best and develop all imaginable upgrades for these, while developing the other units to the point where they aren't entirely inferior to the opposing units. For example, if you like to use the air force, which plays a greater role in this game than most of this genre, encourage research in this area, while also furthering developments for heavy ground troops.

TIP: To shorten the development times in the Research Centers, erect up to three of these buildings. The second and third buildings accelerate research by 10 percent each! Don't bother to build additional Research Centers, as they don't further accelerate research.

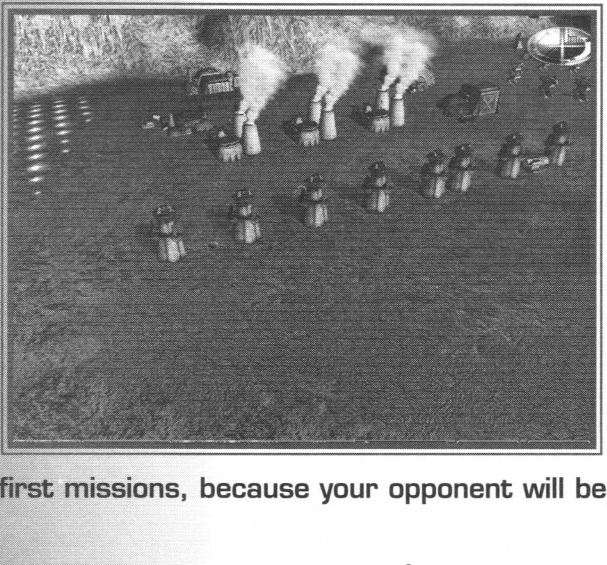


Fig. 4-4: Develop the Large Tower early on.

Only develop heavy units that you will develop further. As a rule of thumb, you need a strong tank unit, and another combat unit that can defend against air units. It doesn't matter if the latter is a unit of the air force or the army.

Begin research during the first missions, because your opponent will begin developing new weapons right from the beginning. If you fall behind, it's difficult to catch up. Don't underestimate the value of upgraded weapons systems. A combat robot with all upgrades is much more effective in battle than a standard model.

Most of the research investments in this game are definitely worth it. Just be careful not to throw unlimited credits at research, as there is an upper limit here.

TIP: To get a good overview of possible future developments, look at the individual development levels with corresponding research times and costs in the Research menu.

RESOURCE MANAGEMENT

All three factions in this game depend on the same resources: electric power and the ore deposits in the deployment areas. Most buildings in the game require significantly varying amounts of power, and providing them with power is one of your most important tasks. If your base doesn't have any power, it's almost defenseless against an attack. In addition, almost all production and processing activities stop without power.

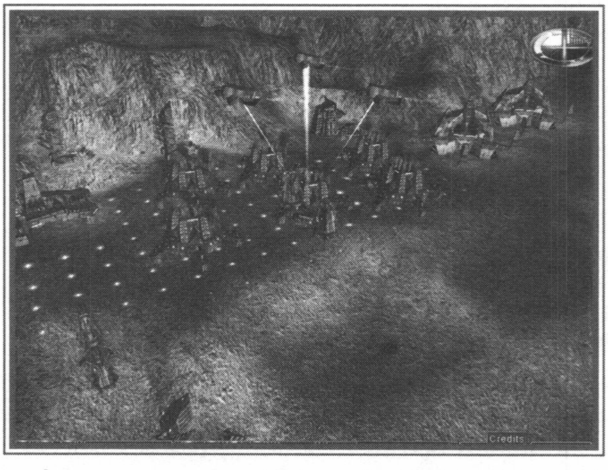


Fig. 4-5: The ore deposits secure your survival.

Erect multiple Power Plants in your base to prevent a total blackout. Don't place them near the front of your base where they are in the most danger. In the rear of your base they are protected from your opponent's ground troops, and you can use antiaircraft positions to defend them from the air force.

Also, don't concentrate them in one location, because attacks by weapons of mass destruction can devastate whole areas. Don't erect your Power Plants too far from your base either. Although all of the factions can transmit power over long distances, crippling this transmission can lead to a blackout. The effort to protect this power transmission is seldom warranted; instead, give larger outposts their own Power Plants.

Each Power Plant can only deliver a limited amount of power to a limited range. All buildings outside of this range must be supplied by a transmitter or another plant.

TIP: To find out which areas of your base are supplied with power and what the range of your Power Plants really is, press F9 during the game.

Supply your base in every mission with enough power and protect your Power Plants from destruction at all costs. This way, defense systems won't leave you in a bind and your opponent won't have the chance to march right into an undefended base.

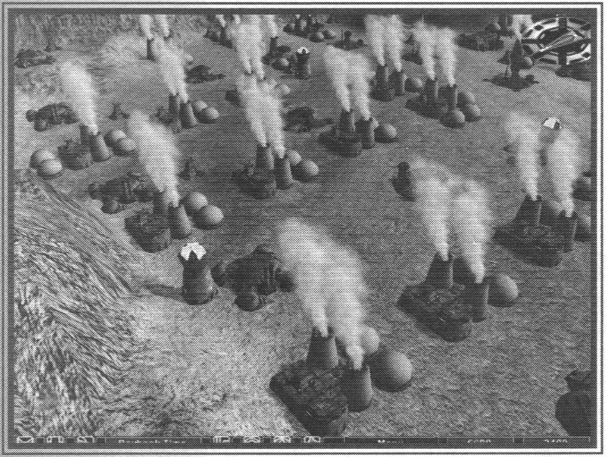


Fig. 4-6: A large base requires an enormous amount of energy.

To erect buildings, produce and repair troops, or to do research, all three factions need credits. Every real-time strategy game is a kind of economic simulation, because without the economic aspect, no combat unit will even move. To get credits, ore must be mined from the ore deposits. All three factions use different methods to do this. One uses a Mine, another uses mobile mining vehicles. All three factions bring the mined ore to a Refinery (except the LC, where the Mine and Refinery are the same building), where it is then converted into credits.

To cover the enormous raw material requirements for your troops, you must optimize ore production. At the beginning of every mission, search the map for all of the ore deposits. Send out patrols for this reason, as well as to get an overview of your surroundings and to find your opponent. When you come across an ore deposit, begin mining immediately, unless the resources are located right next to the enemy base. In that case, wait until you have destroyed the enemy base before harvesting the deposits.

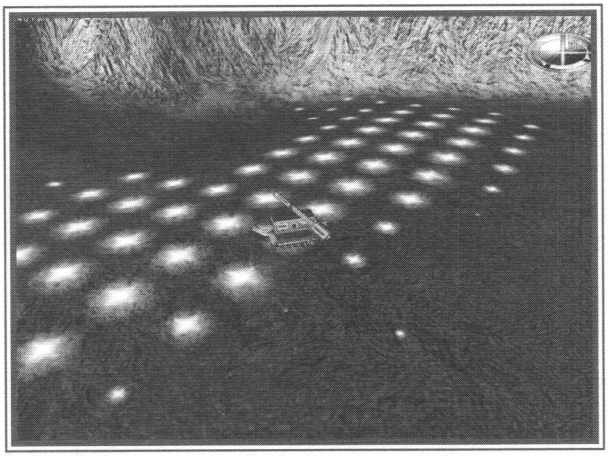


Fig. 4-7: The ore transporter mines the raw material and takes it to the refinery.

To avoid long transport paths, build the UCS and ED Refineries as close as possible to the ore deposits. To avoid losing these buildings, which are often constructed outside of the base, always place stationary and mobile defenders in range. Likewise, for longer stretches, protect the transporters and UCS collectors against attack.

TIP: If the resource deposit is large enough, you can sometimes place two ED Mines on one deposit to double the mining speed. Be sure to use enough transporters, though a second Refinery isn't necessary. Note that the LC can also place multiple production systems on one ore deposit.

Because you won't have the chance in every mission to mine a sufficient volume of raw materials, when rich raw material deposits are available, mine more than you actually need. Even once you have successfully achieved the actual mission requirements, let the mission run until you've mined all the available raw materials. This doesn't apply if you are under massive attack by your opponent and taking losses. However, if you have destroyed an opposing base and can exploit another ore deposit, definitely take the opportunity.

TIP: If the distances between the Mine and Refinery are too great in UCS or ED missions, use more than two transporters or collectors. The faster transport and mining goes, the faster you can drive the fight and troop production.

Because many raw materials are only needed in your main base and not in the deployment areas, begin transporting raw materials to your main base during the mission. The transporter that brings your units to the deployment area can carry 5,000 credits on the return flight. In this way, you can quickly transport the credits to where they are needed most. Just don't forget at the end of every mission to take all of your remaining credits back to the main base. Fly back and forth as often as it takes, until all of your units and all of your credits have arrived at your main base.

TIP: Use your credits wisely. Learn how to get by on the available credits and how to allocate them between troop production, building construction, and research. Although there are limits in all areas, don't try to reach them or you will run into a shortage, which should definitely be avoided.

BASIC COMBAT TACTICS

Every mission is a whole new challenge, and you need to continually adapt to new tactics and strategies that make combat easier. The following strategic tips should prove helpful.

ON THE BATTLEFIELD

Occupy key locations! This includes bridgeheads, narrow natural river fords, narrow valleys and passages, and practically every other narrow spot. Occupy such positions whenever possible. Here you can relatively easily hold up and take out attacking opponents. In the case of narrow ravines, place the stationary defenses on the plateaus on each side, as long as they are in range of your base and power can be supplied. Force your opponent into your line of fire and pay attention so you aren't surprised by enemy air units.

Fig. 4-8: Always send out a scout patrol first.

Avoid battles in unfavorable positions. This includes bridges and ravines or battles in range of opposing defense systems. There's no point in having your assault force held up by a few opponents, just because they have a better firing position. For the same reasons, include units in every assault group that can defend against opposing air units, as well as units that can take care of ground troops. This is also true for the air force. Never let a squadron of bombers fly without an escort—if you ever want to see them again that is.

Mix your troops when you begin an attack. Don't just use one unit type, or your opponent can take advantage of its weakness. Depending on the situation, use three to four different units when you advance on the opposing base. If you don't lose the big picture in coordinating this, you can manage more groups. Also make sure that you have units with varying weaponry. Some opponents can only be reached with rockets, while for others, a normal tank round will work.

Support every assault group with a repair vehicle, if this is at your disposal, as with the ED troops. If you don't have a corresponding vehicle, pull back damaged units from the front in a timely fashion to prevent losses. In longer battles, regularly replace damaged units with new troops.

Attack only in groups where you outnumber your opponent. Individual combatants are quickly lost in this game. Depend on heavy units, especially for attacks. Note that defensive installations like to concentrate their fire on one unit and destroy it. Don't start firing on the defensive position and get distracted from your original objective.

Fig. 4-9: Narrow valleys slow the advance.

Don't get confused during an attack with many units on an opposing base. Put platoons together and command them from the keyboard. You won't achieve much by sending all of your units after one target. Instead, use a series of smaller attack waves so the opponent doesn't have a chance to regroup halfway through. Keep your platoons separate in definite groups. Combine ground troops and air units in a single group only in emergencies.

Always attack opposing units with at least two or more units simultaneously. You will take more damage if you split your units. However, avoid sending 10 or more combat robots after a stationary defense system. All the combat robots try to get the defensive system in their line of sight at once, and get in each others' way more than anything.

Take out opposing defensive positions and outposts without coming into their range. For example, use Artillery to take out opposing units and especially defensive installations from a great distance without being hit. Also find out which opposing units can't defend themselves against air attacks and take them out with your air force.

At the beginning of every mission, scout your base surroundings as quickly as possible. Send out a few fast units on patrol to scout the area. Should you run into the enemy, pull these units back. You have a much better perspective and can find your opponent much faster than if you have the fog of war right next to your base. Rain, snow, and darkness already limit your sight on the battlefield. Keep sending out scout patrols as the mission advances to find new raw material deposits or a back entrance to the opposing base.

Lure the opponent into a trap. In many cases, the computer can be lured into counterattacking or sending out scout patrols by an attack with a medium-strength unit. As soon as your opponent heads for your decoy, pull it back behind the nearest bend, where a group of heavy combat robots or tanks is waiting. In this way, you can take out some outposts without any losses.

Use the tunnel system under the opposing base to advance unseen. Depending on the terrain, you can begin your own tunnel construction outside of the opposing base and then break into the opposing tunnel system. You can get right under the opposing base without being seen, and pop out of the next Tunnel Entrance.

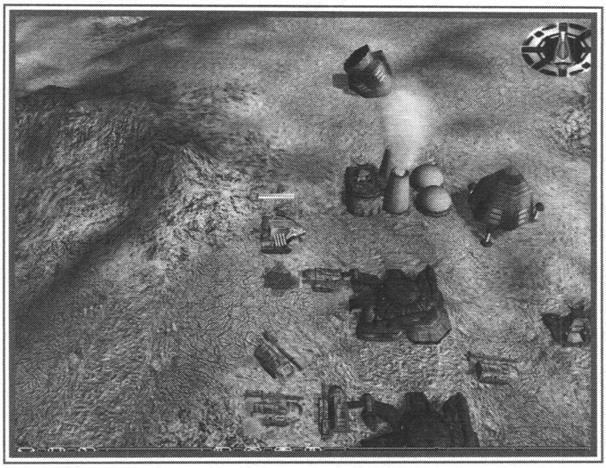


Fig. 4-10: Transporters can also be used as weapons.

You can also use the opponent's Teleports. However, be a little more careful when you don't know where these Teleports lead. This is true for the tunnel system too. You could teleport right into your enemy's troop assembly point or run into an underground weapons arsenal.

Just as you can get by mountains with tunnels, you can cross rivers and ditches with bridges. In a few missions, you can only advance if you build your own bridges and dig your own tunnels. Thus, always take a construction machine with you into battle. But keep it to the rear because it doesn't have any weapons.

Use long-range weapons. There's no better way to protect your troops than by using rockets and artillery. The ED Artillery has a good range, as do the long-range rockets of the UCS and ED. Use these weapons, which unfortunately aren't available very often, to protect your own units while at the same time inflicting heavy losses on your opponent.

Also take full advantage of the changing time of day in the game. In darkness, the range of vision of many units and defense installations is quite limited. Because you have the advantage of the big picture, your troops can use the protection of the darkness to advance unnoticed very near the opposing base. Here you can erect a protective wall or Artillery that will fire on your opponent in the morning. On the other hand, pay close attention to your own base and troops at night, because your opponent won't just attack by the light of day.

Adjust your tactics between day and night as well as the weather conditions. Vision is very bad in rain and snow, and when it rains at night, a coordinated battle is barely possible (remember, you can turn off the weather events!). If a sector is snowed-in, most vehicles will be significantly slower than when no snow is present. Be especially careful in missions against the LC, because they can call on floods, storms, or meteor showers—all of which can damage your troops and your camp.

IN THE OPPOSING BASE

While you launch an attack on an enemy base, never halt your troop production, so you can quickly send reinforcements to the battleground. Also, if your opponent sends out a counterattack, your base won't be delivered on a silver platter. Immediate counterattacks after an unsuccessful offensive are common! Additionally, troops at your base that are waiting for deployment can also defend it while you are beginning your offensive.

Never attack a computer opponent's base from the front. This is normally well-secured, while the flanks of the base are less well-defended. Sometimes it's even possible to find a completely unguarded rear entrance. This is a way to protect your own troops while surprising the opponent.

Take out the opposing base's power supply. Without power, many structures such as the Large Towers and in extreme cases, the production factories, will cease to function. Taking the opposing base is much easier when you only have to fight the mobile defenders and small installations that run without power. As soon as the opponent's power supply has fallen, take out any remaining mobile defenders and then go after the production centers.

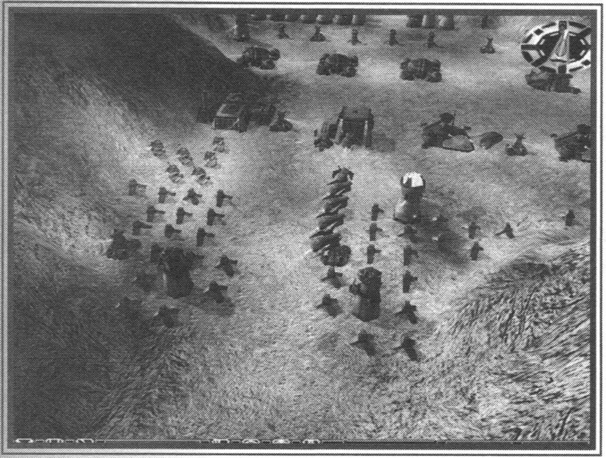


Fig. 4-11: Most base entrances are well-secured.

Pay attention to the opposing construction machinery during an attack. Often, these immediately begin to rebuild or repair damaged buildings. Eliminate these units throughout, so your work won't be immediately undone. Once you have destroyed all construction vehicles and the Vehicle Production Center, the opponent can't erect new buildings.

Without ore, your opponent can't produce troops or repair buildings. Take out the enemy Mines and Refineries in a timely manner, block the path to the deposits, and destroy the buildings and transport vehicles. Once the enemy's economy has fallen apart, he can't produce the troops needed for a long battle.

Don't underestimate the strength of the mobile defenders. Don't destroy buildings as long as you are still under fire; instead, first, take out all defenders to avoid unnecessarily high losses. Most buildings are not dangerous, so they can wait a moment.

IN YOUR OWN BASE

If your base is attacked by your opponent and heavily damaged, repair all important buildings before a further attack turns your base into scrap. With a large base, definitely use multiple repair vehicles, because unfortunately, repairs take a long time. Replace lost units and defense installations right after the battle.

In case of an attack on your base, pull in every available troop to support your defense systems. You don't necessarily have to break off a recently begun offensive, but make sure you don't lose your own base while you are busy striking your opponent. However, don't trust your left-behind units to take over the base defense alone.

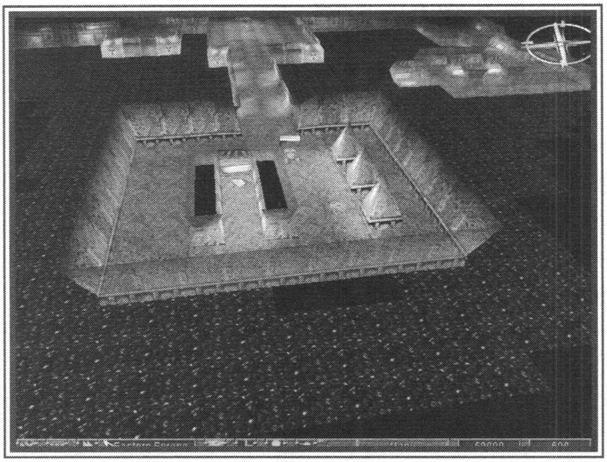


Fig: 4-12: The tunnel systems conceal a few secrets too.

Place defensive installations not only at the main entrance to your base, but also on the side and rear entrances, if you can't rely on the map edge or a cliff for security. At the same time, defensive installations within your base further protect important buildings and make your opponent's advance into your base more difficult.

Always station a few air units in range of your base, so that they can quickly attack. Protect against attacks from the air as well as attacks by ground troops.

Post older tanks—ones that can't crack your opponent's new defenses later in the campaign and don't have enough experience to make it worthwhile to upgrade—in your main base as protection against occasional attacks. This way, the vehicles are out of danger and still have some use.

TIPS FOR GAMEPLAY

During the mission, your troops continuously need to be supplied with new ammunition. The corresponding depots take care of this. Note that these depots have a control panel that you can set on slow/medium/quick. The delivery speed controlled here determines the amount that the transporter takes and thus the number of units it can supply. If this should go faster and only a few units are affected, change this option accordingly.

In this game, new troops must be produced in practically every mission, though you can also carry units from the first missions clear through the end of the campaign, if they survive that long. So, at the end of the mission make sure to move all units back to your base. Any units left behind in the deployment area are lost forever. Although this takes a little time, especially when you are victorious and still have a lot of units, it takes you a while to transport the credits anyway. Always keep your Landing Zones clear, so that at the end of the mission, you don't get delays and total traffic jams at your main base.

Units collect experience throughout their careers, and become more effective and smooth in combat. Your units can advance up to 10 experience levels and are almost unbeatable at the highest levels. Depending on your requirements, deploy experienced units separately or together with new units. Experiment to determine which method you prefer.

Many of your buildings have an enormous power requirement and in the deployment area, this can quickly lead to power outages or general power shortages. If you want to unburden your Power Plants, turn off buildings that you aren't using such as unused production areas or unneeded silos. Don't turn off defensive installations at the base entrance.

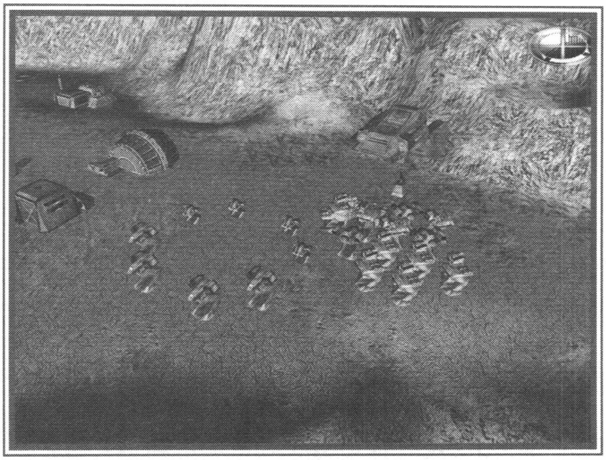


Fig. 4-13: Use the transporters to bring troops to the deployment area.

Remember that a Teleport only functions in one direction and both Teleports must be switched over to teleport units in the other direction. If it's very important to have a fast transport connection, for example, to a remote ore deposit, and you don't want to switch back and forth for every trip, erect a third and fourth Teleport and switch them to go in the opposite direction. Then units can teleport in both directions without your intervention.

TIP: Always remember to save! Although there is an autosave function, it doesn't save often enough. Secure the current game situation frequently, especially right after you have mastered a difficult situation, or before you send a large platoon into battle. There is nothing more annoying than losing a half hour or more, just because an extremely important vehicle drove over a mine, or your last construction vehicle was destroyed. It is especially easy to forget to save in the middle of battle or right after a victory. So save often!

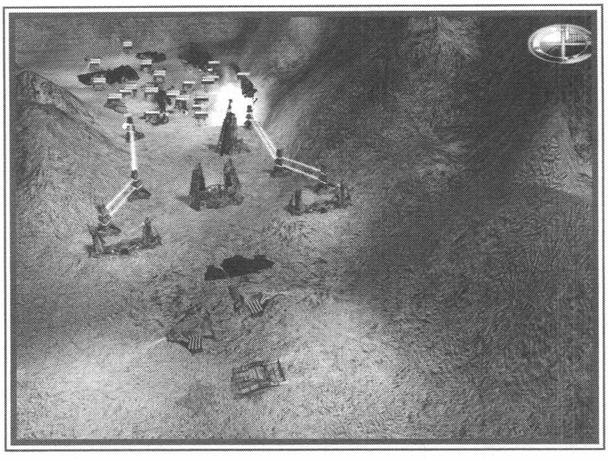


Fig. 4-14: Lead your attacks with large platoons.

THE TUTORIAL MISSIONS

Before you begin the actual campaign missions, you have the opportunity to get to know the faction that you are going to play. The ED campaign, which should be played first, offers four different tutorial missions. In these four missions, you get more comfortable with the game controls and the individual game events. This includes erecting the most important base buildings, producing and controlling units, and finally, destroying a few opposing units. Additionally, you learn about taking over buildings, research, building bridges and tunnels, and so on.

Once you have successfully mastered these missions, you should be comfortable with the game. Also take a look at the keyboard overlay and the chapter on game controls in the manual.

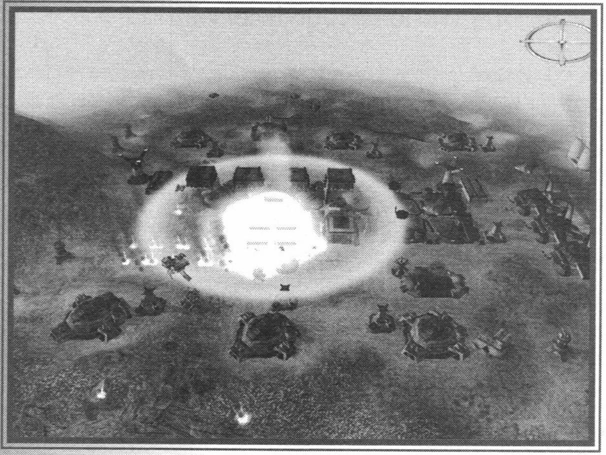


Fig. 4-15: You can't test ballistic missiles yet in the tutorials.

The UCS and LC campaigns have only one additional tutorial mission each. This is where you discover the differences between the three factions. There are no really major differences, though the raw material production runs differently, the buildings look different, and you have to make note of a few small tactical issues. Play the LC and UCS tutorial missions too, so that you don't have to break off in the middle of a mission to answer a question.

TIP: Play the tutorial missions for all three campaigns before beginning the first campaign. Then you'll know which opposing buildings you should take out first to weaken your opponent, and which buildings pose no danger to you. Once you know how the enemy weapons and installations function, you can take advantage of their weaknesses.

THE SEQUEL TO
EARTH
2150

CHAPTER 5
THE EURASIAN DYNASTY (ED)

MOON
PROJECT

Before you begin the campaign, play the four ED tutorial missions. This is where all of the game elements are demonstrated and explained. After you have successfully completed these introductory missions and are comfortable with the controls and gameplay, take on the first real challenge. In the end, victory is a question of honor....

THE ED CAMPAIGN —PATH OF HONOR

In addition to the individual mission goals, there are campaign goals that you gain through promotions. Careerpoints (CP) are awarded whenever you fulfill bonus assignments or secondary goals. The corresponding details are before every mission: Look at the screen's top for the number of points you need for your next promotion.

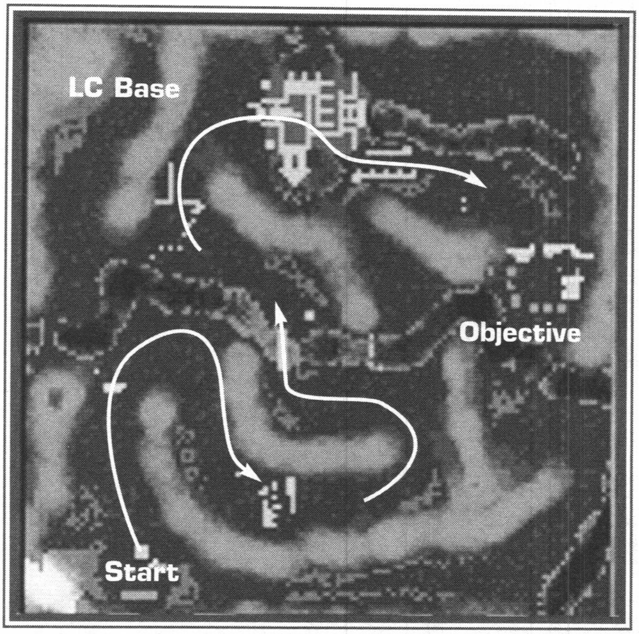
CAMPAIGN GOALS

- **Order of Bravery**
- **Title: Sword and Shield Bearer of the Dynasty**
- **Iron Cross of the Black Order**
- **Title: Server of the Kahn**
- **ED Medal of Honor**
- **Shining Star of Kahn**

Usually, you only need to fulfill the primary goal to end the mission. To gain additional honor and credits, fulfill secondary and bonus goals. Always consider whether the effort is worth the reward. Also, always collect any artifact you find. These almost always have a positive effect and can rescue a unit or two in some missions.

Your main base is already very well built and doesn't need any further construction. It is split into three parts on three islands. Keep an eye out, and station a few mobile defenders everywhere. Now on to the first mission!

MISSION 1: TRUCKS



GOAL:	Escort the convoy to the base in the sector's northeast corner.
SECONDARY GOAL:	Locate and destroy all LC units and buildings.
BONUS:	Once all trucks reach the target: 3,000 credits and 2 CP. Once all LC units are destroyed: 3,000 credits and 2 CP.

You begin the first mission in a small base in the map's southeast corner with only a few units. Fly in eight or more tanks and the repair vehicles from your base. Then point your tanks north.

You quickly run into resistance from the LC. Take out the attackers and repair your own vehicles. The convoy now follows you automatically. Make sure the convoy doesn't take too much damage. Four trucks have to get through no matter what. If you get all the trucks through, you gain a few credits and a few points toward your next promotion. Note that the tanks move significantly faster than the convoy.

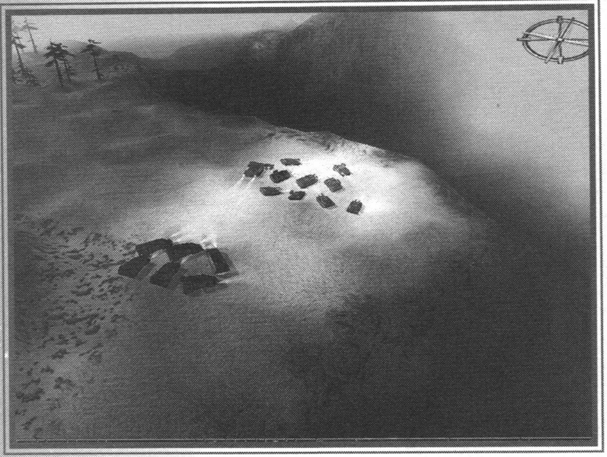


Fig. 5-1: The trucks automatically follow your tanks.

Moving north, turn east as soon as you hit water and follow the valley until it turns north and reaches the river again. Along the way, you run into more opponents that you can take out relatively easily.

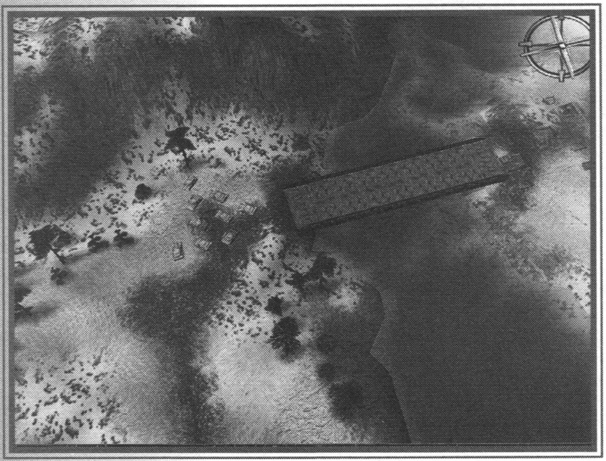
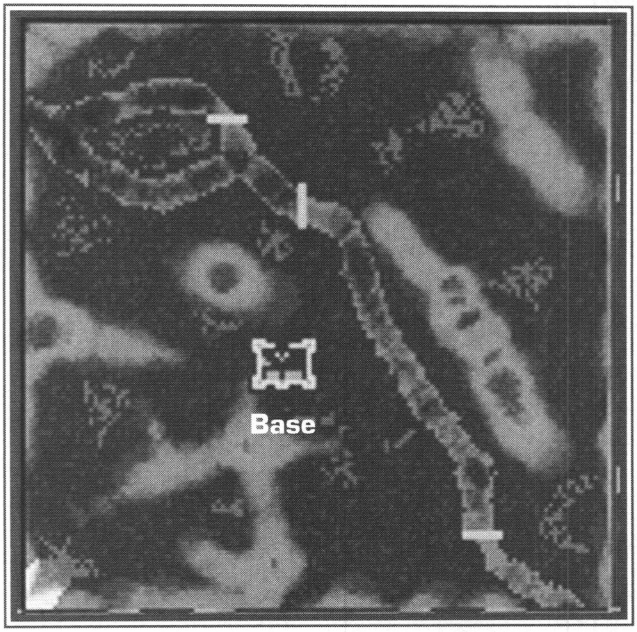


Fig. 5-2: Head north across this bridge.

Follow the river west and cross the bridge. Now turn back east over a steel structure. You run into heavier resistance here; take it out before the convoy gets this far. Now turn toward the base in the sector's northeast corner and wait for the convoy to arrive. When it does, you have successfully completed the mission.

If you want to earn a little more, fly in a few air units from your main base and take out the small LC base in the sector's northwest corner. After that, seek out a few other opposing units and destroy them to complete the mission with style. Make sure to bring units equipped with anti-aircraft rockets when you attack the LC base.

MISSION 2: RESCUE



GOAL:	Locate the missing transmitter and secure the data.
SECONDARY GOAL:	Save the pilot from freezing: 3,000 credits and 7 CP.
BONUS:	Destroy all UCS units: 3,000 credits and 1 CP.

The second mission is really simple. You have six hours to find a downed pilot and the data. You begin with two scanner vehicles in a small base in the middle of the map. The crash site location changes every time. However, the pilot and the data are always right next to each other, so the main goal and secondary goal are easy to achieve at the same time.

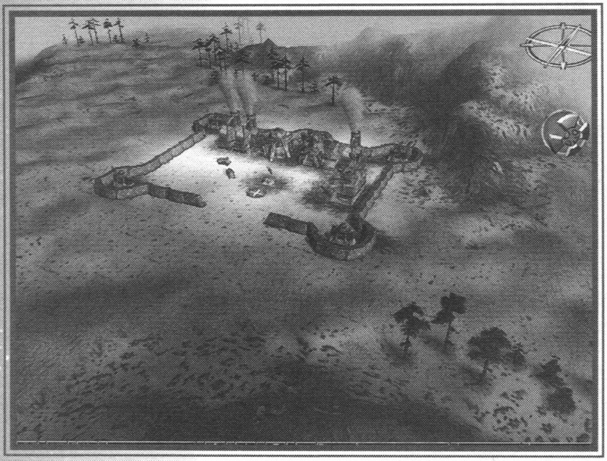


Fig. 5-3: Start your search for the pilot from here.

Three pieces of information are displayed at the screen's top: One is the time you have left to find the pilot alive, and the other two show both scanners' distance from the crash site. Turn both vehicles toward the direction where the numbers get smaller, and you automatically run into the target objects. As soon as you reach them, you've completed the mission.

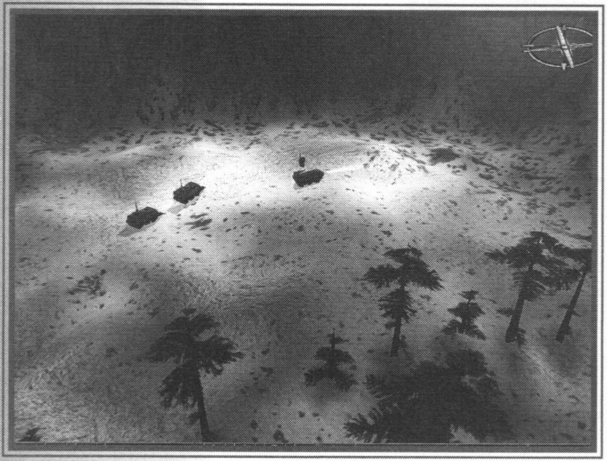
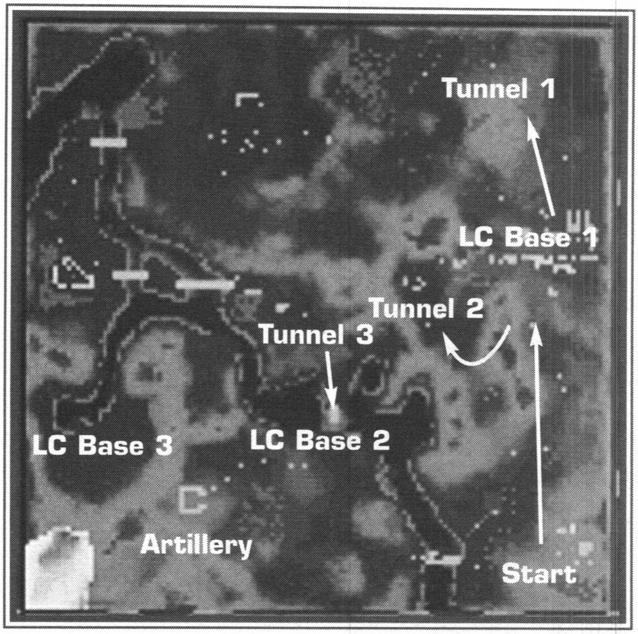


Fig. 5-4: The pilot and data codes have been found in time.

The terrain is relatively flat and can be searched quickly. You'll reach the pilot while he's still alive. Just beware of the small island in the northwest; opposing units await you in two or three locations in this dead end. Scanners can't defend themselves, so avoid these outposts. You won't have any problems on the way to the crash site. If you want to earn a few more CPs and need the 3,000 credits, fly in a half dozen tanks and take out the sector's few opposing units.

MISSION 3: MONGOLIA


Tunnel 1
LC Base 1
Tunnel 2
Tunnel 3
LC Base 3
LC Base 2
Artillery
Start

GOALS:	Locate the first LC base for the bombers.
	Let the bombers destroy the base.
	Activate the Gruz units in the tunnel system.
	Destroy the second LC base.
	Find a good construction location for the Artillery.
	Destroy the third LC base.
SECRET GOAL:	Destroy all LC units: 3,000 credits and 3 CP.

This mission is significantly more difficult than either previous mission. Deploy all your units. Begin producing as many troops as you have credits for.

Fly the first transporter full of units into the deployment area, then advance northward as a tightly grouped platoon. It won't take long to reach the first LC base at the entrance of a long valley. Approach the base with your troops until you get the report of the incoming bombers. Then pull back! The bombers can almost destroy the enemy base without your help. Let the bombers do most of the work and protect your units. Wait south of the base until the bombers end their attack. If buildings still stand in the base, destroy them. Then, advance slowly northward until you find a Tunnel Entrance.

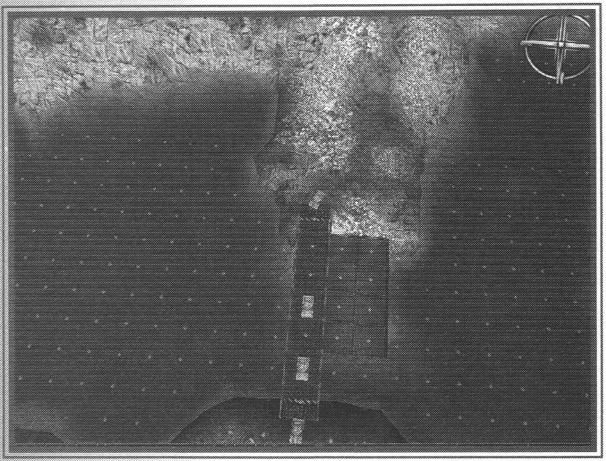


Fig 5-5: Cross the river over the new bridge.

Send any vehicle into the web of tunnels and point it to the south and southwest. A little farther along, you run into two Gruz construction vehicles, and then an artifact a little farther south. Move your tank onto the artifact to activate the Gruz units.

Take all of your units from the tunnel area and head south with both of the Gruz units on the surface until you can drive northwest into a narrow valley. Turn north here. Stop just before the lake. Search here for a good Tunnel Entrance location and start digging. Now dig underground with both construction units toward the west until you hit your opponent's tunnel system. Unfortunately, you can't break through here.

On the north side of the enemy tunnel system, dig westward until you find a suitable location for a Tunnel Entrance and build it. You will emerge right next to your opponent's Tunnel Entrance. Advance one Gruz into the other tunnel system. At the red-lit area behind the entrance are several areas where you can break through the tunnel wall to the south to find some artifacts in small alcoves.

From the Tunnel Entrance, drive as far south as possible; this is where you can break into another tunnel system. Take the second passage to the east to find an artifact that allows you to drain all the energy from the LC base. Bring your Gruz back to the surface.

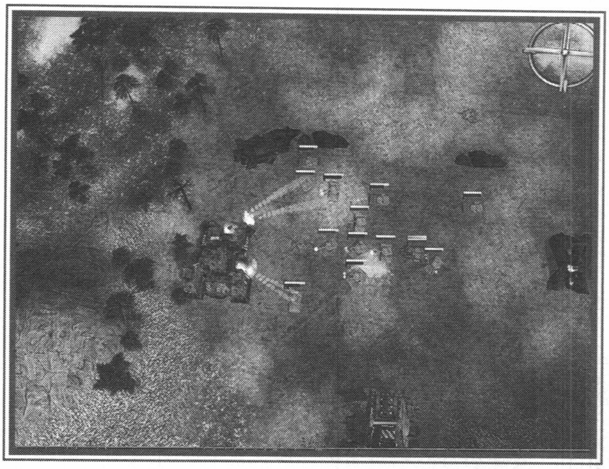


Fig. 5-6: Bring the base to the ground.

Now bring all your units to the same point on the map. Either bring them through the tunnel or build a new Landing Zone, then bring them with the large transporter. In the meantime, restock your ammunition and repair damaged units.

TIP: In every mission, maintain a sufficient ammunition supply and repair your units. Transporting back to the main base is far too time-consuming. Keep units constantly ready, especially in longer battles.

Advance southward until you reach a damaged bridge. Repair it or let a Gruz build a new one next to it. While you use your air units to distract the mobile defenders, advance your tanks into the LC base, destroy the last remaining defense installations, and systematically destroy the base. You need a lot of units, and they must be constantly resupplied and repaired. Still, the defenses are manageable, and you can end the battle without suffering too many casualties.

TIP: This mission is the first time your main base might be attacked. Keep an eye on it to make sure you have enough defenders there. Prevent the loss of buildings, even if you suffer a few losses in the ongoing mission.

Now turn toward the destruction of the base in the west. The spot where you run into a few opponents is the ideal place for your Artillery. Place two or three Artillery positions here and fire on the LC base beyond the line of hills to the northwest. As soon as the base is destroyed without any casualties for you, your troops can pull back out of the battle area to win the mission. With this mission's reward, you can finally build a large troop contingent and do some research.

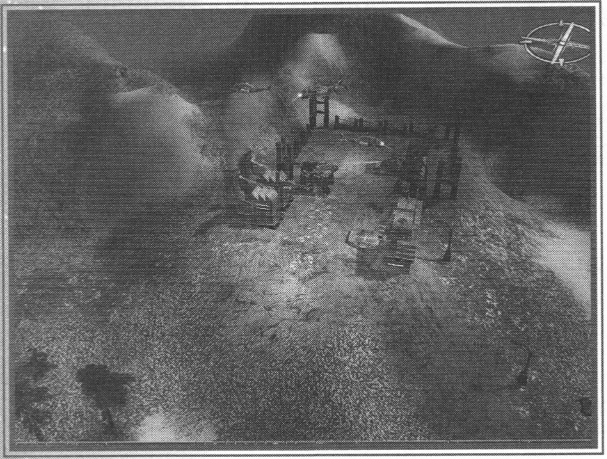
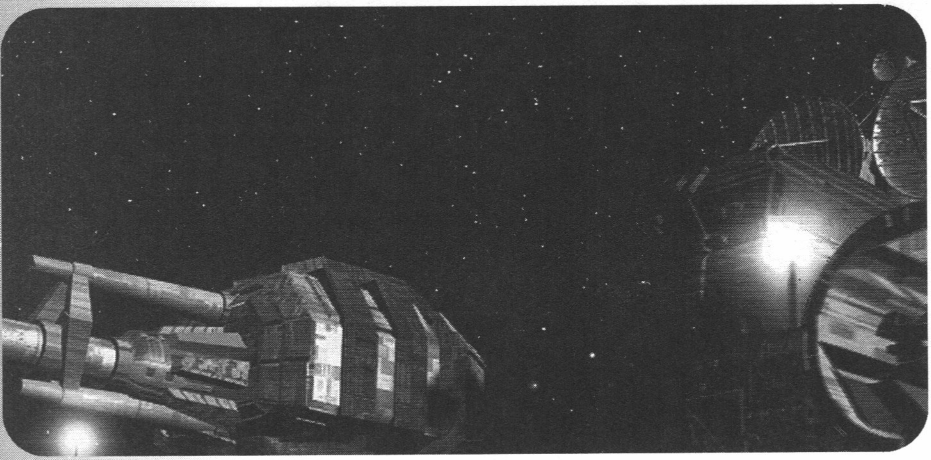
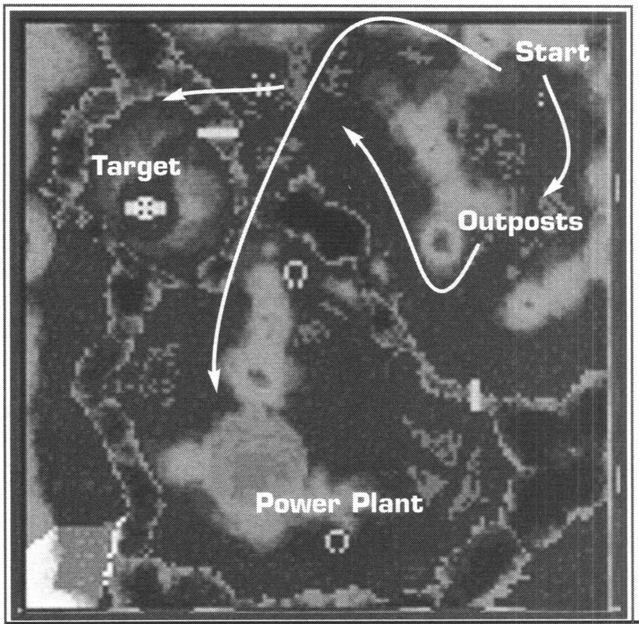


Fig. 5-7: Build the Artillery position here.



MISSION 4: IZBEKISTAN



GOALS:	Bring the pilot to the Cargo Salamander. Escort the Cargo Salamander to the main base.
SECONDARY GOAL:	Destroy all Power Plants; 3,000 credits and 10 CP.
SECRET GOALS:	Destroy all enemy buildings: 5,000 credits and 3 CP. Destroy all enemy units: 5,000 credits and 3 CP.

This mission is not much easier than the last, but it's not as long. You begin with a lone truck in the northeast corner of the map, in a valley basin with one exit to the south. A huge wall of opposing defenders waits here; you can't break through it. Fly in as many air units as possible. These can then leave the basin flying westward then south toward the middle of the map.

The opponent's Power Plants are on an island here. Although they are well defended, you can take them out with a large air squadron. Just take your time and always pull back your units quickly. Destroy one Power Plant after another until the whole island is void of Power Plants. The improvements on the Power Plants can be left standing.

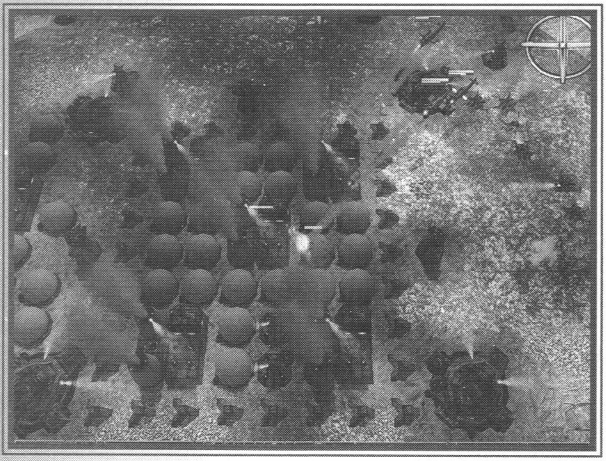


Fig. 5-8: Destroy these Power Plants next.

Without power, the outposts blocking the valley can mount only a weak defense. Send your air force back to the base for repairs and bring in a platoon of tanks. Advance them southward to break through the line of defense. Then follow the river westward.

After a while, you come to a bridge. Be careful! Clear or avoid the minefield in front of the bridge and near the Cargo Salamander. Cross the bridge and advance toward the target. There won't be any resistance here if you destroyed all of the Power Plants. Follow with the transporter (if you didn't take it with you at the beginning), and send it toward the Cargo Salamander. After that, bring all of your units back to the Landing Zone and fly them to your main base for a successful mission.

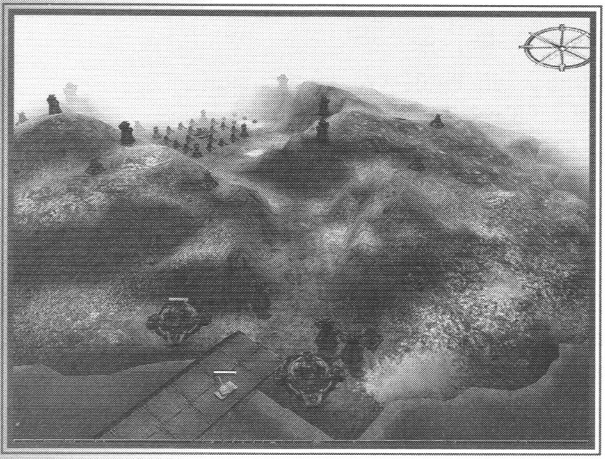
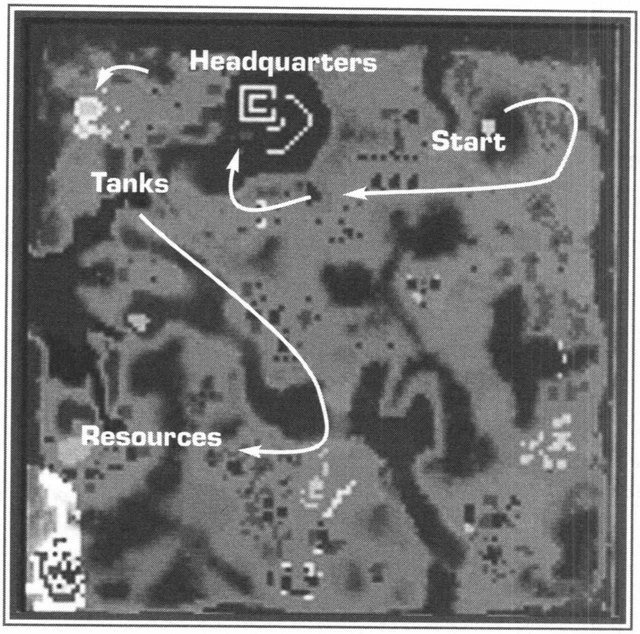


Fig. 5-9: Here's the well-defended Cargo Salamander.

MISSION 5: ABER



GOAL:	Free your soldiers; bring the soldiers to your tanks.
SECONDARY GOAL:	Destroy all enemy buildings: 5,000 credits and 3 CP.
SECRET GOAL:	Destroy all enemy units: 5,000 credits and 3 CP.

You can bring this mission to a fast victory. Before winning back the tanks, do not fly in any extra units or destroy a single opposing unit. Otherwise, the pilots will be killed and the mission lost. Because you are camouflaged and won't be attacked by all the defensive installations, you have a good chance of survival.

This assignment begins with practically the whole map uncovered. The pilots are being held prisoner in the opposing Headquarters, well secured on a hill in the sector's northwest. Click on the spot in front of the

Headquarters and let the Cargo Salamander find its own way. The vehicle won't avoid all of the patrols and will take a little damage, but it finds its way faster than if you lead it along step by step. You may have to help it dodge the last few defenders and mines.

TIP: Whenever you have to reach a revealed map point, you don't have to find the way on your own. Simply click on the target area and let the units find their own way. This is another way to find raw material sources. If the path proves to be too dangerous, just do it on your own.

As soon as you arrive in front of the opposing Headquarters, you free the pilots automatically. Now scroll a little farther to the west, where tanks are waiting for the pilots. Click near the tanks and the Cargo Salamander shows up in the small valley (through the Teleport). The pilots take control of the tanks and you can then control them.

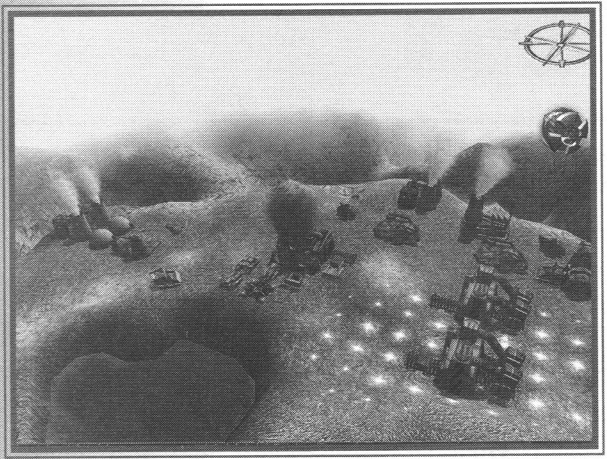


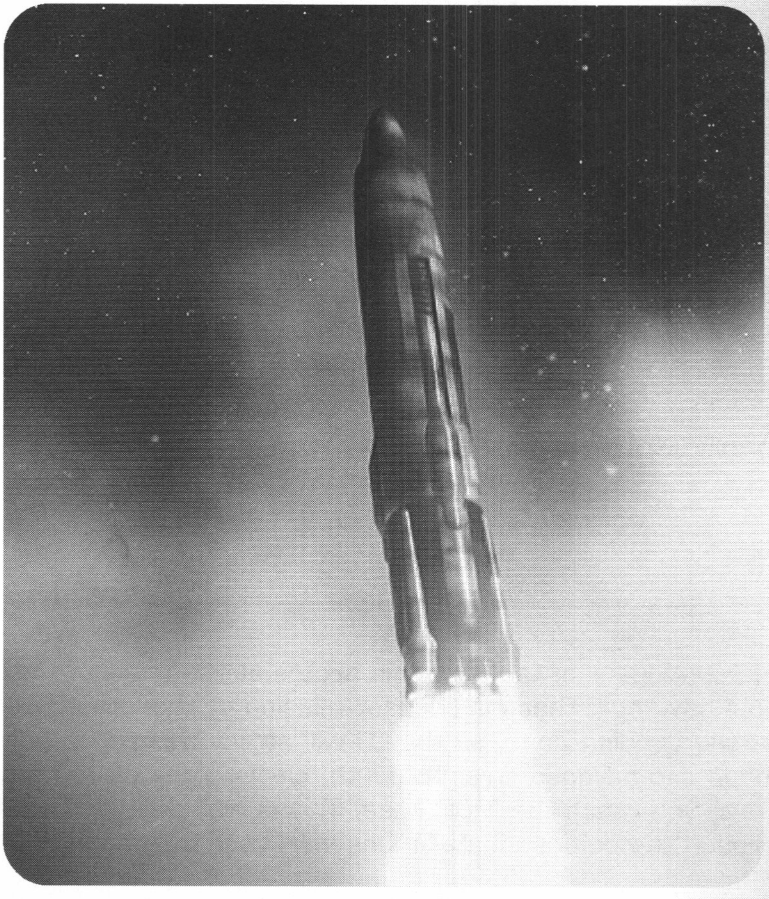
Fig. 5-10: Empty the opponent's mine.

Take out any resistance in the valley, then advance the whole group on the opposing Headquarters. Destroy it to cripple the whole base. Place a few tanks here to prevent the opponent from rebuilding the Headquarters.

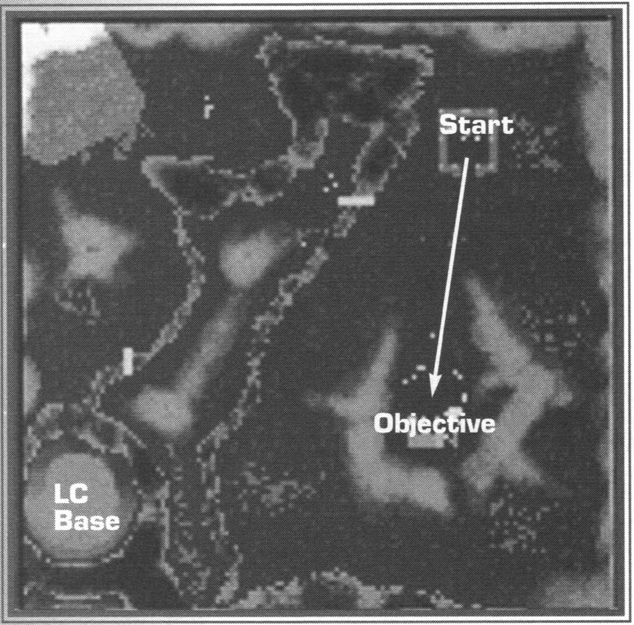
Take a few other units out of your main base; use them to clear a path to the large resource field in the sector's western part. Don't destroy all of the units and buildings in this mission. Instead, mine all of the resources in this sector down to the last chunk of ore. This gives you enough resources for the next missions.

TIP: When destroying the opposing base, don't destroy Tunnel Entrances or Teleports until you are sure that you don't want to use them yourself.

Take out the opposing base only as much as necessary to peacefully tend to your mining, then erect a small economic area with all necessary buildings. Withdraw the combat troops, leaving a few guards behind. Empty the ore deposit and leave with all of your units and credits.



MISSION 6: EUROPE



GOALS:	Take back your Missile Control Center from the enemy.
	Deactivate the self-destruct.
SECONDARY GOAL:	Destroy the LC base in the southwest: 7 CP.
BONUS:	Destroy all units: 3,000 credits and 3 CP.

Fly a large contingent of tanks to this sector at the mission's beginning. (You should have built these in the last mission at the latest.) Leave a few guards at the Landing Zone, as the LC will attack this repeatedly. Take your other troops and advance straight south, clearing the way of attacking patrols, until you reach the MCC base. This is well defended by the LC. Break through the defense installations with your tanks and take out the mobile defenders.

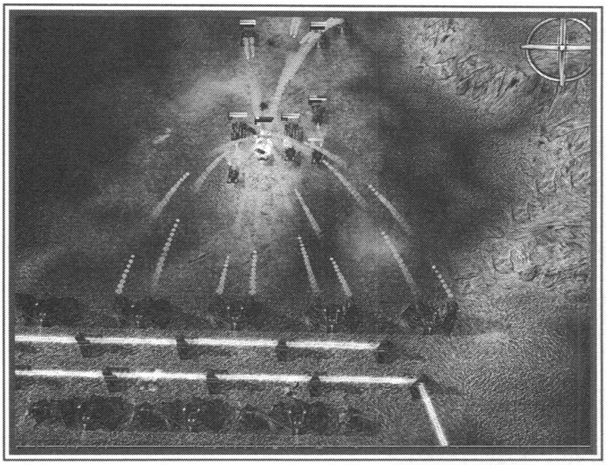


Fig. 5-11: Attack the LC defensive installations.

As soon as the small base is once again yours, repair a Power Plant. Then begin repairs on the rocket launchers. The moment you begin with the latter, the self-destruction mechanism activates. To prevent being blown up by your own rockets, send a unit into the tunnel system underneath the Silos. From the Tunnel Entrance, four short paths lead to four artifacts. As soon as the vehicles reach and drive over all four artifacts, the self-destruct is deactivated.

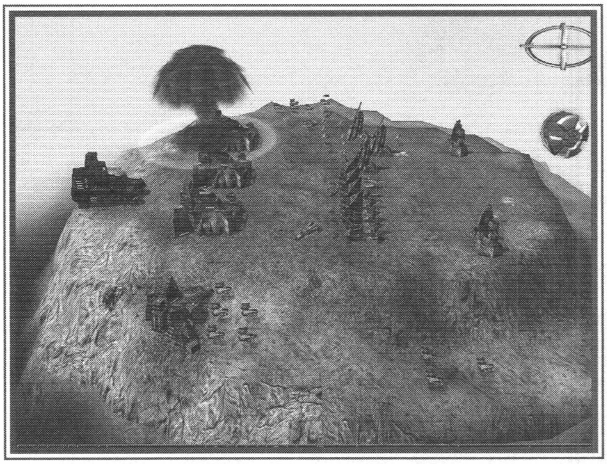
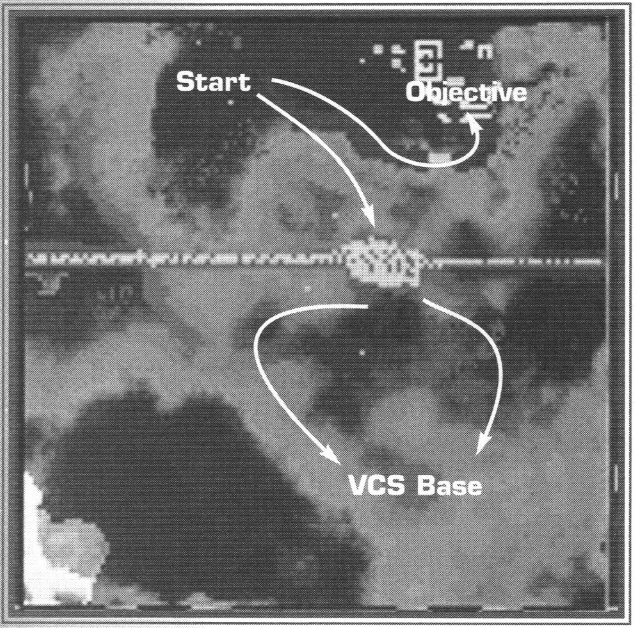


Fig. 5-12: Destroy this base with the help of rockets.

With that, the mission could be over. However, you can still get the bonus for destroying the opposing base. Repair all of the Missle Control Centers and Silos while defending yourself from the ongoing LC attacks. After that, fire on the opposing base. You can destroy the whole enemy base without risking a single unit. To cash in on the bonus, find and destroy the minefield in the northwest. This can be done with practically no casualties. After destroying the enemy base, bring all of your troops back from this easy mission.

MISSION 7: WESTERN EUROPE



GOAL:	Free three of your mobile launch installations.
SECONDARY GOAL:	Destroy the UCS base in the south: 5,000 credits and 8 CP.
BONUS:	Destroy all enemy units: 5,000 credits and 1 CP.

You begin in the sector's northwest. The three rocket launchers are in a small base to the east. You can see the location from the beginning. Fly in a few combat units and a Minelayer. Then make your way east, but be careful because the path is mined. Follow the narrow path until you cross the bridge. Then turn north to head directly into a small opposing base. Although it's relatively well-secured, don't use Artillery here. Quickly destroy all of the base's defense installations, so you don't go over the time limit remaining for you to secure the codes. Do not destroy the only Tunnel Entrance.

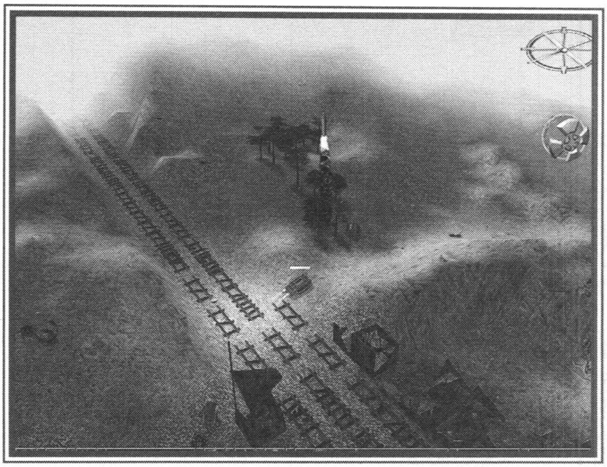


Fig. 5-13: Use the freed rockets right away...

As soon as the camp is destroyed, send one unit under the base through the Tunnel Entrance. Head south, then eastward into the green-lit room. Here is a large artifact that contains the codes. In rooms to the west and south are other artifacts to collect.

Now leave the battlefield with all units and the mobile rocket launchers. The mission is over. However, you might as well get the points for destroying the opposing base in the southeast. Fly in all available troops. Then advance slowly southward with the three rocket launchers. As soon as you cross the destroyed railroad tracks, leave the rocket launchers behind. Carefully advance the other troops a little farther forward. Send out a scout to locate the UCS base and uncover most of this part of the map.

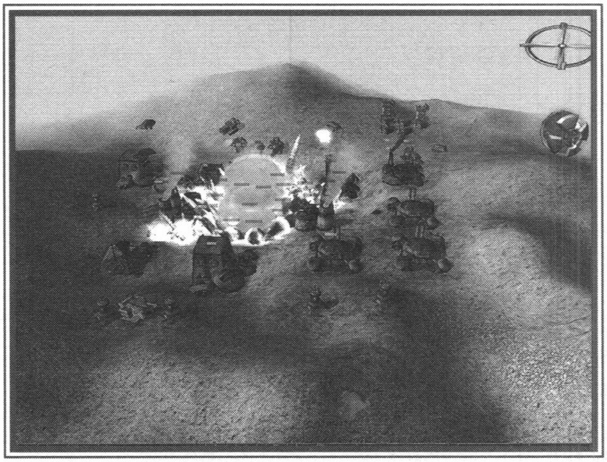
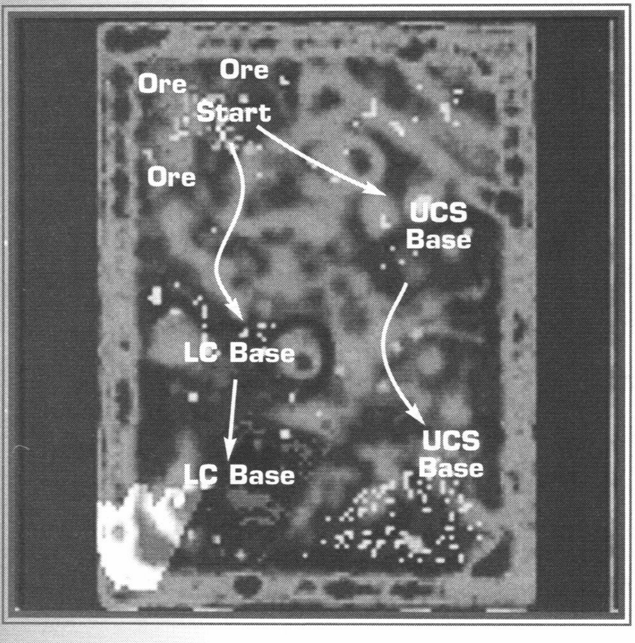


Fig. 5-14: ...and Destroy the UCS base

Aim the three rocket launchers at the Power Plants and other opposing structures. After the rockets hit, advance with your troops to clear out the opponent without any problem. After destroying the opposing base, pull all your units and credits back from this sector.

MISSION 8: AFRICA



ED MISSION 8

GOAL:	Destroy the UCS base (mine ore afterward).
SECONDARY GOAL:	Destroy the LC base: 5,000 credits and 8 CP.
BONUS:	Destroy all units: 10,000 credits and 3 CP.

This mission is the first of three phases in Operation Umbrella. The first part involves gathering the necessary raw materials to construct an enormous armed force. In the next missions, this force must conquer the rocket launchers, then destroy the LC's secret weapon on the Moon.

You begin in the sector's northwest, in the middle of multiple ore deposits. Mine the ore and process it. Most of the deposits are so large that two mines can be built on them, and you could have up to eight mines in operation. Erect enough Refineries and more defense installations, because the UCS and LC won't hold back for long. Establish your first large base in the deployment area. Mining ore takes a long time, so prepare yourself for a long mission.

Take time building your base, and don't scrimp on defense systems. The opponent constantly tries to advance on your base with heavy weapons. See to it that you come out of this mission with a few credits' profit, as you need a lot of units in this mission—and in the ones to follow.

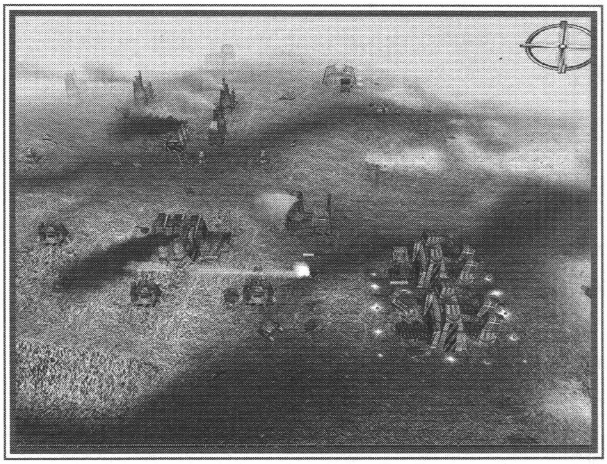
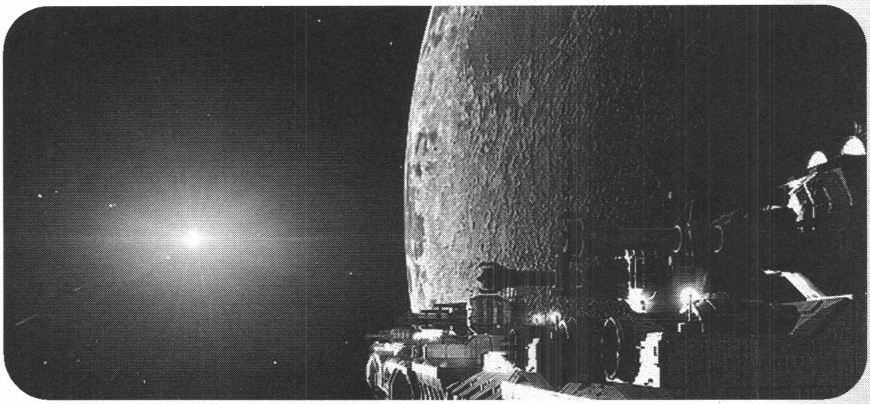


Fig. 5-15: Mine all the resources in this sector.

After you are established in the sector and have begun mining, build a strong army. Research a few weapons and upgrades and develop the last new vehicles. Put these into production. Collect the troops within your base, or create a secure area outside the base where you can dig some trenches. Almost all attacks on your base come from the south, so secure your base particularly well in this direction.

The UCS base is all the way south on the map's eastern edge, while the LC base begins a little south of your own position and continues to the map's southern edge. Because the destruction of the LC base is optional, first tend to the UCS base.



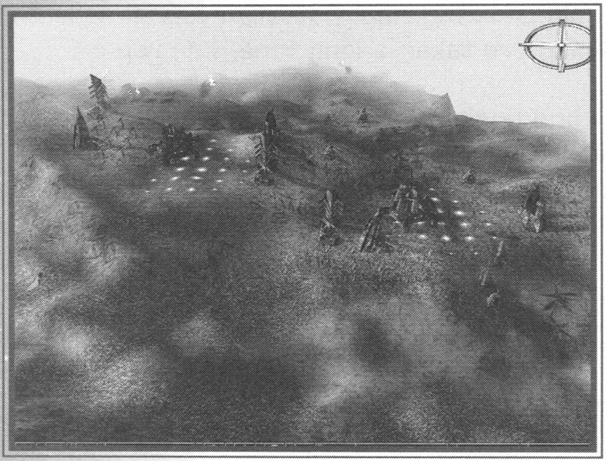


Fig. 5-16: The LC also has large deposits.

The UCS base is on easily reachable, open terrain. Erect a secure outpost as close as possible to that base, and outfit it with Artillery. Then fire on the opponent from this position, before attacking with a large army out of the north. What follows is a battle of attrition; win by using what you've learned in the last missions.

Pay attention to the tips from Chapter 4 and your own experience, and advance step by step from north to south. Take out the most important opposing buildings first, and take over all ore deposits in your range.

TIP: During this mission, a storm occurs, and you won't be able to use your air units for a while. Be careful and shore up your ground troops.

Build up your base defenses and improve your base in every way possible. Send out new tank platoons against the UCS, set up more Artillery, and build more heavy tanks. Work your way forward into the southeast corner of the camp and destroy the UCS. Don't push forward very far into the tunnels under the base.

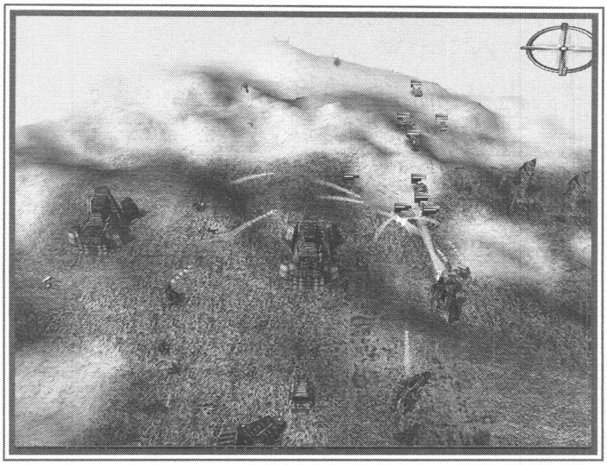
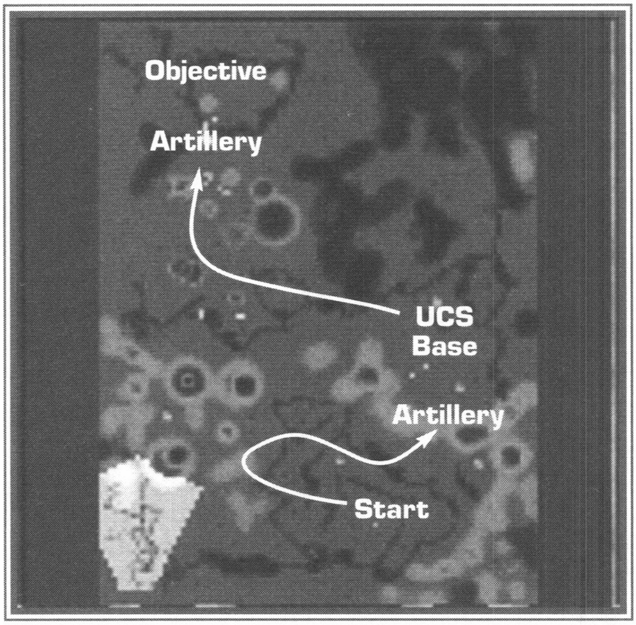


Fig. 5-17: It takes a lot of time to destroy this LC base.

If you haven't had enough by destroying the UCS base, or don't have enough raw materials by now, turn toward the LC base. This lies directly south of your base and can't be missed. Do not attack it, as you must use enormous amounts of raw materials. Rather, after destroying the UCS base, pull back all units and return to your main base after you've finished mining the ore from your own base and the former UCS base.

MISSION 9: FLORIDA



GOALS: Destroy the Space Port's defense systems.

Find the key in the tunnels.

Take over the Space Port.

SECONDARY GOAL: Destroy the UCS Base: 20,000 credits and 16 CP.

BONUS: Destroy all enemies: 3,000 credits and 5 CP.

You lost a few units in the last mammoth mission. This one is more about tact and is much easier on your troops. Bring two transporter loads of tanks, construction vehicles, etc., into the deployment area. You must get to the wide-open area in the north. Command your units at the Landing Zone to head toward this place. However, keep the lead units of this convoy in sight. Their path leads directly through a very well-secured UCS base, which you get many points for destroying.

TIP: Take all the units from your main base into the deployment area. The last mission takes place on the Moon without these units, and you can't use any previously existing units. So put them all on this map and throw your whole army at the last battle for the blue planet.

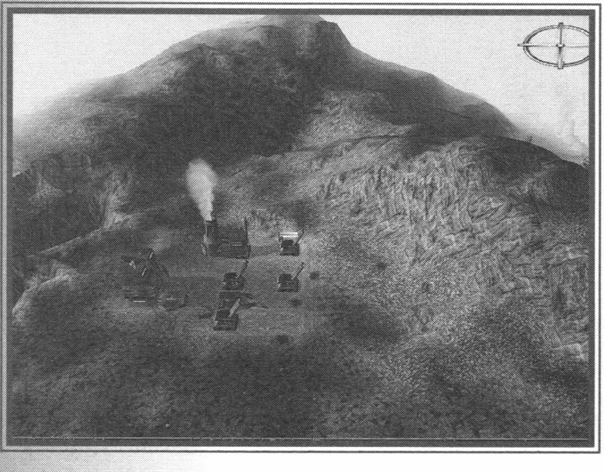


Fig. 5-18: Use the Artillery in this mission.

As soon as this base comes into view, stop your troops. Build a few Artillery positions directly south of the opposing base, along with a Power Plant and a Supply Depot. Stay out of range of the opposing defenses. After constructing all of your defenses, open fire on the

UCS base and take it apart piece by piece.

Your units should have no problem taking out any attacking troops. Don't get pulled into battles within range of the opposing defense installations. Instead, force your opponent to come to you. Debilitate this base with your Artillery, then advance with your troops to finish the job.

TIP: Support the Artillery with air units. Don't fly directly over the Atomic Power Plant when it detonates. Radioactivity damages your units.

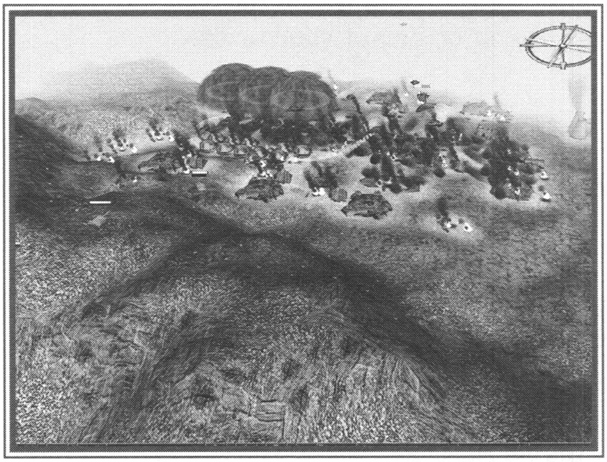
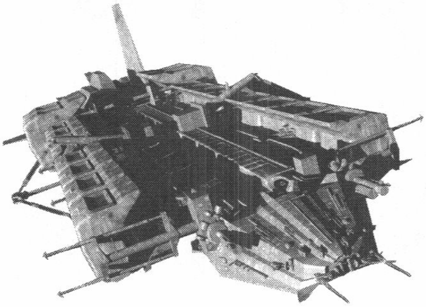


Fig. 5-19: You have hit the Atomic Power Plant!

After that, head north toward the open area. You can't reach the launch pad directly, because a deep ditch cuts through the terrain. Build a small Artillery position to fire on the launch pad's defensive positions. Take out both the stationary and mobile defenders.

As soon as you have destroyed the opponent's first line of defense, use a Gruz to build a bridge across the ditch to get to the launch pad. Advance your units over this bridge and destroy all units and buildings except for the launch pad and the Tunnel Entrance. If you destroy the Tunnel Entrance accidentally, build a new one in the same spot.



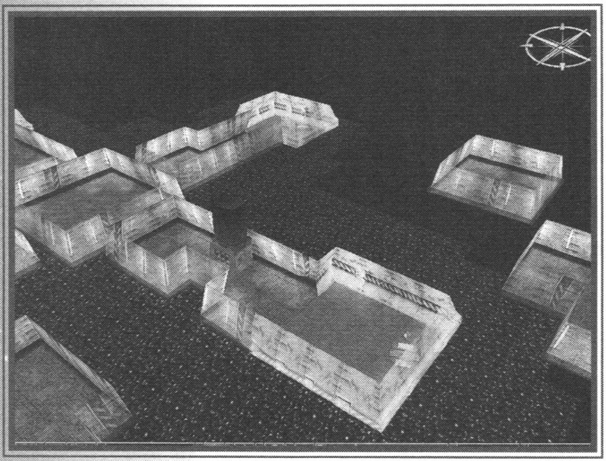
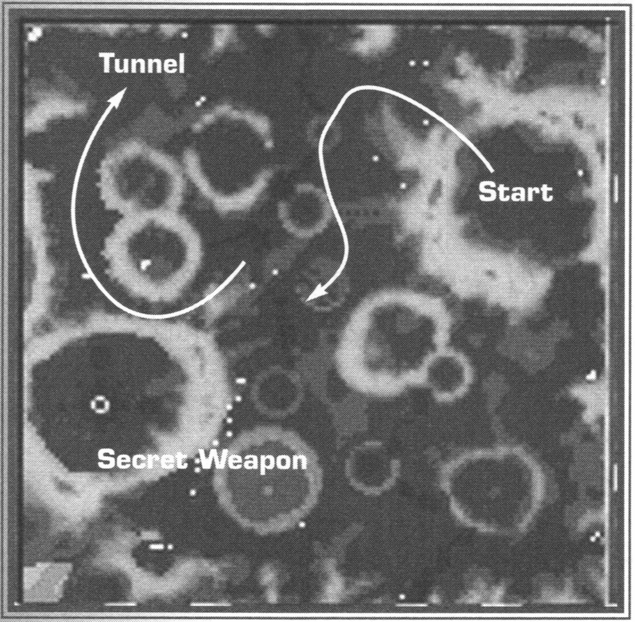


Fig. 5-21: The artifacts are under the launch pad.

When peace is secured around the launch pad, send vehicles into one of the Tunnel Entrances. Here, activate all four artifacts and take control of the launch pad. This automatically ends the mission and takes you to the Moon for Mission 10, where you will be without your main base or any of your units.

MISSION 10: MOON



GOALS: Bring General Fiodorow to the Sunlight Center in the tunnel system.

Fiodorow must survive.

This last ED mission is quite easy. You begin with the General's Cargo Salamander and a few UFO-like escorts in the northeast. Quickly move away from the starting point because meteor showers constantly hit the area. Keep moving as long as you are on the Moon's surface. Other than a few artifacts and opposing troops, there isn't much in this sector. Thus, it isn't worth uncovering the whole map. Make your way directly to the only Tunnel Entrance in the area.

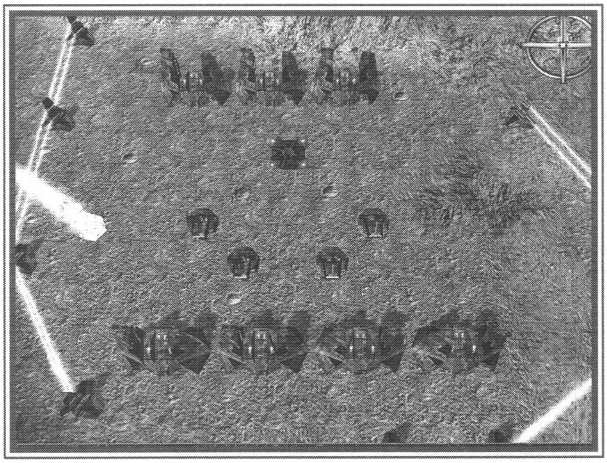


Fig. 5-22: The meteor showers endanger the Tunnel Entrance.

Leave the valley basin heading west, and follow the ravine southward until you can turn west. Now follow the ravine to the sector's northern edge, where the well-guarded Tunnel Entrance awaits. Along the way, you run into massive resistance by LC troops. Don't get into any big battles—your troops aren't strong enough. Ignore these opponents until you find the Tunnel Entrance. Break through and go underground with any surviving units. Be careful, because the mission is lost if the Cargo Salamander is destroyed.

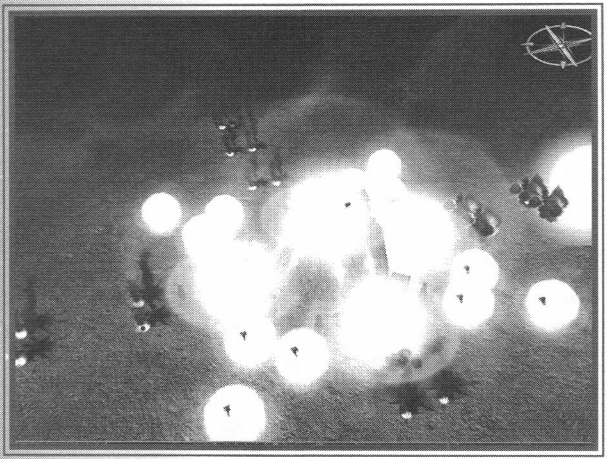


Fig. 5-23: The secret weapon is destroyed.

Inside the tunnel system, head south a long way. Take out a few more opponents and finally enter a narrow hallway that leads west. At the end of this hallway is a pink pyramid that's directly under the LC's secret weapon. As soon as the Cargo Salamander reaches this point, the secret weapon is destroyed and you've won the mission and campaign.

THE SEQUEL TO
EARTH
2150

CHAPTER 6
THE UNITED CIVILIZED STATES (UCS)

MOON
PROJECT

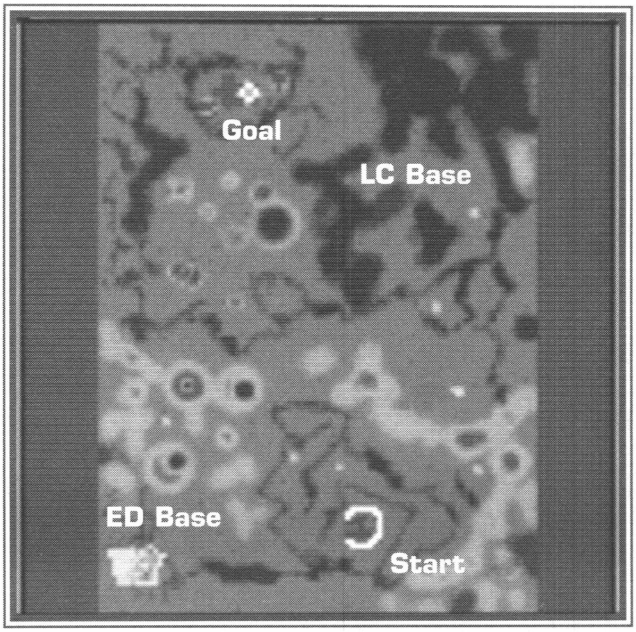
After achieving ED victory in the last campaign, where most of the missions were played out on Earth, you quickly get to the Moon with the UCS. But this isn't the only reason to modify your tactics a little. The new units and especially the long drawn-out battles in this campaign will take everything you've got. Make your way quickly to the Moon, Commander, because 11 missions await!

THE UCS CAMPAIGN: PROJECT MOON

CAMPAIGN GOALS

- Collect information about the enemy project.
- Prevent the completion of Project Sunlight.
- Destroy Power Plants in Alpha-Quadrant.
- Destroy Power Plants in Beta-Quadrant.
- Destroy Power Plants in Gamma-Quadrant.
- Destroy Power Plants in Delta-Quadrant.
- Assault 1 must survive.
- Assault 2 must survive.

MISSION 1: FLORIDA



GOALS:	Assault 1 must reach the Space Port.
	Assault 2 must reach the Space Port.
	Process resources worth 50,000 credits.
BONUS:	Destroy the LC Base: 25,000 credits.
	Destroy the ED Base: 25,000 credits.

The campaign's first mission is easy, at least as far as the required objectives go. Forget about destroying both enemy bases in this sector, because you have only basic units and weapons. The effort required to destroy both bases isn't worth the reward, and it takes a lot of time. For those who still want to try it, the ED base is directly west of the starting point and the LC base is in the sector's far northeast corner. The goal you have to reach with both Assaults is in the northwest. Both opposing bases are well defended and mined. Considering your situation and the fact that you'll have many long battles in this campaign, disregard the bonus goals, even if you're a pro. You can get all the resources you need on the Moon.

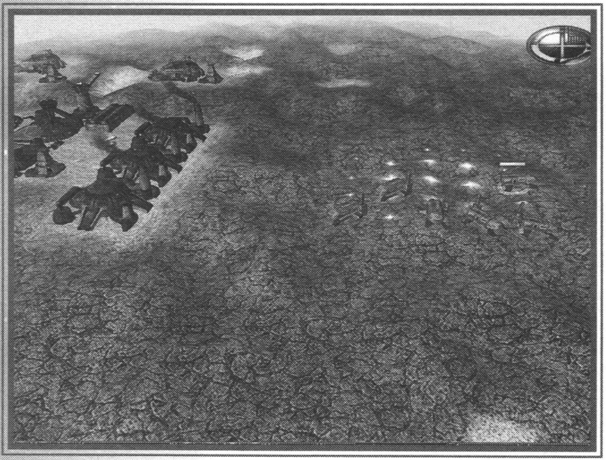


Fig. 6-1: The collectors get to work right away.

TIP: Both Assaults must survive the whole campaign! If you lose one of these units, you lose the campaign. Take the assaults into battle, but keep a close eye on them. When in doubt, park them in the main base, which becomes available later.

Bring both Assaults out of the tunnel. Once on the surface, you find your base, which you won't use for much longer. Before you worry about the credits, make both Assaults march toward the Space Port, already shown at the map's northern edge. Simply click on the area, and the Assault will search out the path alone and take only minimal damage. If you want, send along a few units as escorts.

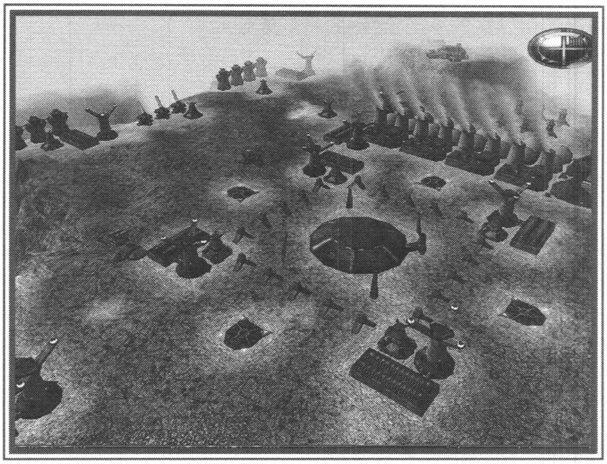


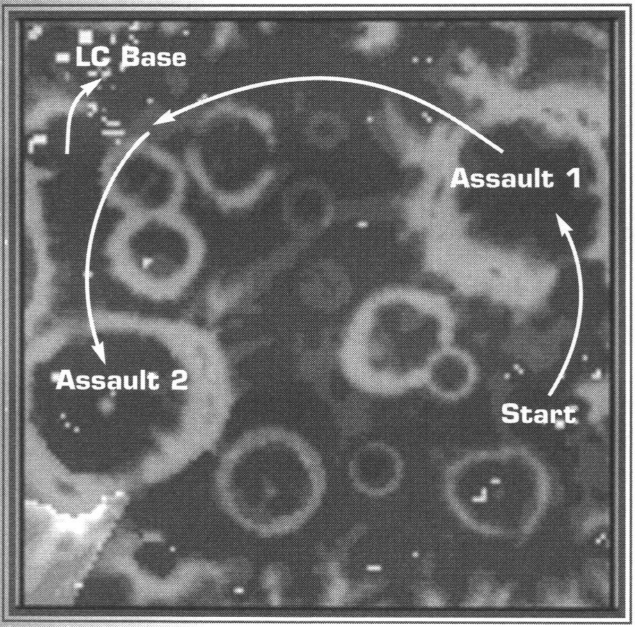
Fig. 6-2: You must reach the Space Port in the north.

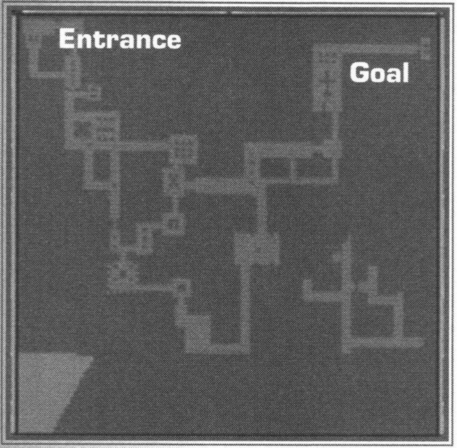
As soon as the Assaults are on their way, use the ore collectors to transport the ore deposits in the eastern part of the base to the Refineries, until you have 50,000 credits in your account.

Both Assaults should reach the launch pad at about the same time. Let both Assaults disappear into the Tunnel Entrance and steer them toward the middle of the tunnel system under the launch pad. After they arrive, and the credits have been collected, the mission ends.

TIP: If you want to destroy the other bases, don't send the Assaults into the tunnels under the Space Port. As soon as they reach this goal, the mission ends automatically!

MISSION 2: LANDING ZONE


LC Base
Assault 1
Assault 2
Start


Entrance
Goal

TUNNELS

GOALS: Activate Assault 1.
Activate Assault 2.
Locate enemy supply base.
Destroy enemy supply base.
Take over Sub-AI Processor in tunnel system.

Immediately after you reach the Moon, the first meteor showers hit. Keep your troops together and move north, where you can already see the location of Assault 1. Go there next. Follow the valley north, then northwest, taking out any LC attackers.

TIP: You run into meteor showers in many missions. Flee the affected areas immediately. A meteorite damages or destroys multiple units at once.

After you reach the first Assault and the area is cleared of opponents, the Assault is activated. Then head toward the northwest corner where you run into more opponents and the targeted supply base. Leave this undisturbed and follow the western ravine south until you reach the second Assault in a small valley. Take out the opponents here and activate the second Assault.

Now move all of your units to the opposing supply base and cut it to pieces. The resistance is relatively weak, so you won't have trouble reducing the base to ashes with the firepower of the two Assaults. Once that is done, take all of your units underground through the Tunnel Entrance.

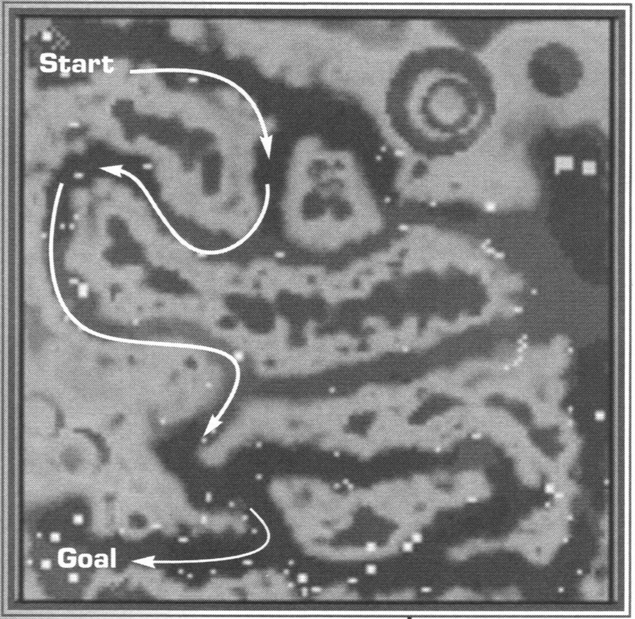
TIP: Just south of the base is an artifact supply. These artifacts respawn after a short time. Units can be resupplied and repaired there.

Fig. 6-3: Cut the LC supply base to pieces.

Once in the tunnel system, head east. The Sub-AI Processor is located in the last room of the sector's far northeast corner. You can't take a direct route to the artifact, but continue in the general direction, and you'll automatically end up in the sector's northeastern area. Orient yourself with the tunnel map.

Along the way, you run into resistance. These units often don't leave a given patrol area, so you won't necessarily have to fight them, simply plow past them. As soon as you reach the northeastern corner and take over the artifact, you've completed the mission.

MISSION 3: THE MAILMAN



GOAL: Bring the Sub-AI Processor to the meeting point.

This mission requires you to bring the Sub-AI processor in a Cargo Salamander to the Landing Zone in this sector. This sounds easier than it is. You begin in the northwest corner, while the Landing Zone is in the southwest. Since the terrain consists only of narrow valleys and chains of hills, you can't take a direct route. Enemy troops wait in the valleys and meteor showers rain down from the sky in many areas.

TIP: When the mission starts, both assault units are at 1/4 health. There are repair artifacts directly behind the start point. Use Assault 2's anti-aircraft Plasma to take out all air units and Assault 1 to take out all ground units. Have the rest of the group guard the Salamander.

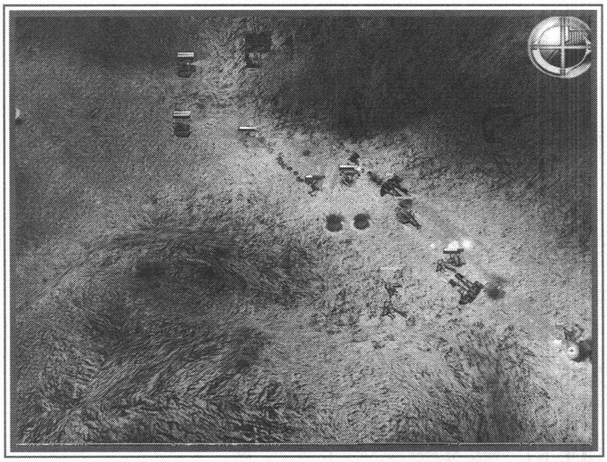


Fig. 6-4: LC troops are waiting for you everywhere.

The shortest route is shown on the map. This way is definitely the easiest, even though it seems impossible. Since you don't have the weapons or the combat strength to fight all of your opponents, you are often forced to flee. Also avoid battle in regions affected by meteor showers.

Immediately combine all of your units except for the Cargo Salamander into one platoon. Follow the ravine to the east and deal with the first attackers. Shortly after the ravine turns southeast, veer south into another valley. Follow this to its end and then move west. Follow this valley to the next fork, and choose the southern route this time. After a few meters, it turns westward. Follow this last valley until you find the hidden Landing Zone in the southwest corner.

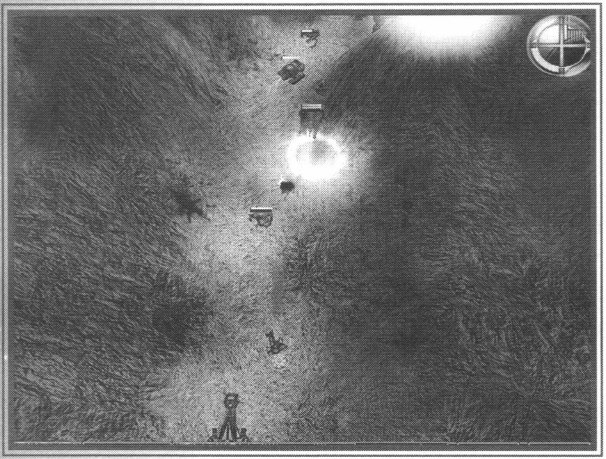
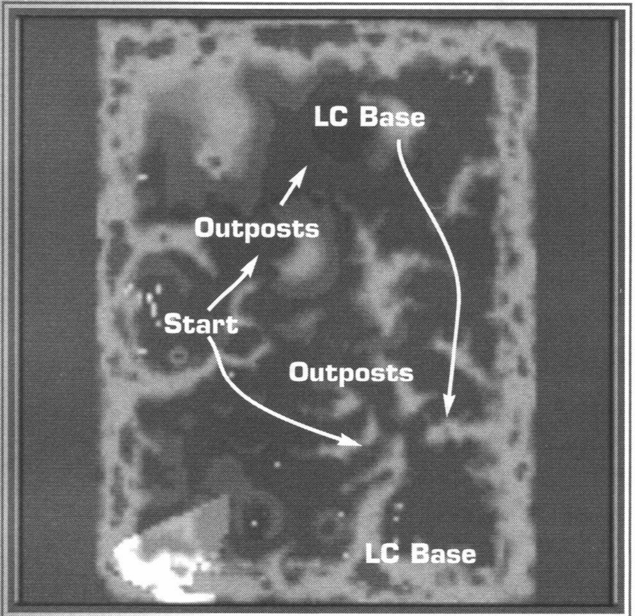


Fig. 6-5: Meteor showers rain down on the units.

Along the way, you are constantly bombarded by meteorites and enemies. Take out the few heavy attackers with your heavy combat robots, and don't let the smaller attackers distract you from your goal. You'll probably restart this mission more than once. As soon as the Cargo Salamander reaches the Landing Zone, you finally reach your actual main base for this campaign, and you can begin fulfilling the campaign goals.

MISSION 4: ALPHA-QUADRANT



GOAL: Destroy Alpha-Quadrant.

You must destroy all of the LC buildings in this quadrant. This is a difficult task, especially with the weapons at your disposal at this point in the campaign. Build a Headquarters and Research Center at the beginning of the mission so you can immediately begin your research.

Move your Cargo Salamander parallel to your other troops before the LC finds it. Erect a Landing Zone in the quadrant's western region, so you can fly in more civilian vehicles and combat units from your main base. Then begin building up your defense lines. You don't have much at your disposal besides Small Towers, but if you build enough of them, they can protect you against the constant LC attacks throughout this mission.

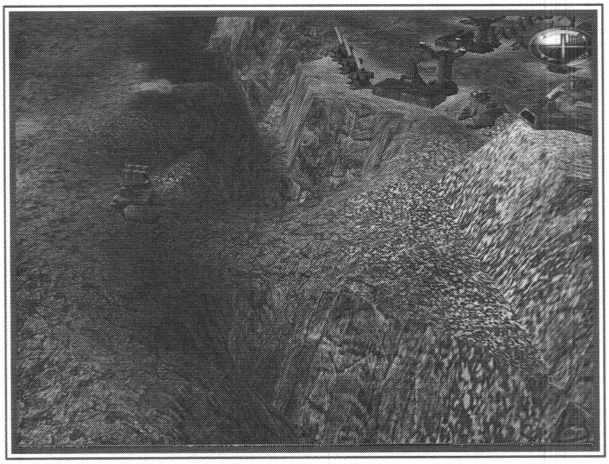


Fig. 6-6: Secure your base as much as possible.

TIP: Place two or three rows of Small Towers behind one another to create an almost impassable barrier. Protect your base in this manner. Ditches and fences won't help much here because most LC units attack from the air.

Fly in a second construction machine from your main base and quickly begin building up your base. Begin mining ore, then erect a Supply Depot and Atomic Power Plants. You won't need a Weapons Production Center, but continue producing units at your main base as long as you have credits, stronger chassis, and decent weapons to put on them. Use all the money from this mission from research. Don't forget to keep transporting credits with the transporter.

Continue to fortify your base—it's better to build too many defenses than too few—before you begin scouting the area or advancing on the opponent. During this construction phase, keep producing new troops and organize several platoons.

TIP: A few regions in this quadrant—as in the following mission—are radioactive. The LC has built a laser fence around most of these regions. Avoid these regions as much as possible because radioactivity causes enormous damage to your units.

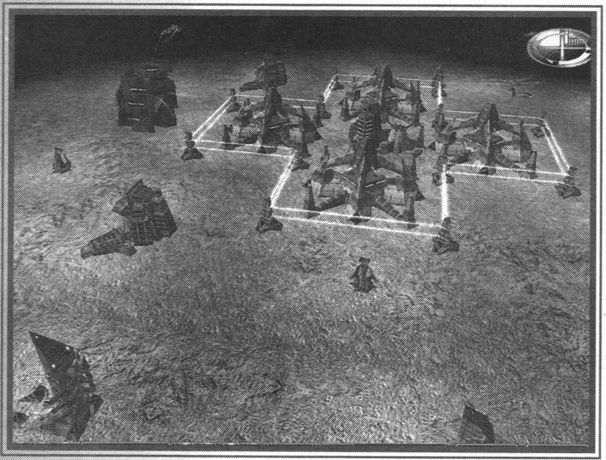


Fig. 6-7: The LC has many Power Plants.

The opposing bases occupy the quadrant's northeastern and southeastern corners. In the middle of the map, you find a Power Plant and a few individual structures. The southwestern corner is unpopulated. Raw materials aren't very plentiful here. You only have what you can pull out of the deposit by your base. If you attack the LC fast enough, you can destroy their base before they mine all of their resources.

After you've built up your base, take your combat group toward the middle of the map. Here you find a single LC Power Plant that powers the laser fence around the radioactive contaminated areas. Destroy this Power Plant and turn north toward a small outpost and another polluted area. Scout out the map's entire western half with a reasonably sized platoon, and keep a watch on enemy movements. Continue to build up your base against spontaneous LC counterattacks.

After the western half is under your control, take all available units—except for a few guards at your base—and push toward the northeast corner. Then push into the LC base from the southwest.

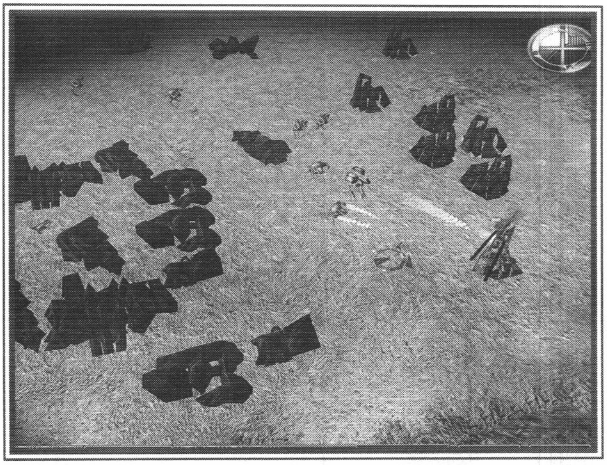
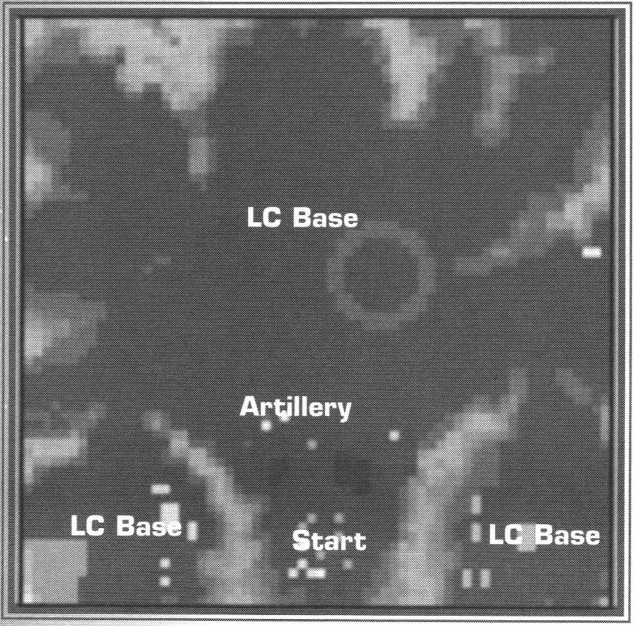


Fig. 6-8: This camp has been successfully destroyed.

TIP: Use your heaviest units as support for your weak combat robots, but be sure to protect them from being destroyed by enemy fire.

You can't use Artillery yet, and your units aren't very strong, so use large platoons against your opponent's head-on attack. Dismantle the base building by building and finally, take out the entire base. Afterward, repair your platoons and head southeast, where you can pick up reinforcements from your base before attacking the second base. Completely destroy the second LC base to complete the mission. If the mission doesn't end right away, search the map for new buildings. The LC often places new buildings in previously destroyed bases. Once all of the buildings are destroyed and all of the ore has been mined, pull out of this quadrant.

MISSION 5: MARE PACIFICUM



GOAL: Destroy all enemy buildings.

Compared to the last mission, this assignment is a walk in the park. You're sent to a small sector to destroy three small LC bases. It's time to try out your newly developed UCS Artillery.

You start on the southern edge of the sector with a few units. Build up your defenses around your starting position, and do not begin scouting until you have established your position. Build a Power Plant, a Supply Depot, a Vehicle Production Center, and multiple Artillery positions. Supplement the base with a few Small Towers. Send one unit to the left and one to the right, into the enemy bases. As soon as you target these areas with your Artillery, begin destroying the buildings.

TIP: During an enemy counterattack, don't let the Artillery fire independently. If you destroy an enemy unit with an artillery round while it's next to your Power Plant, it could take out the Power Plant and half of your base!

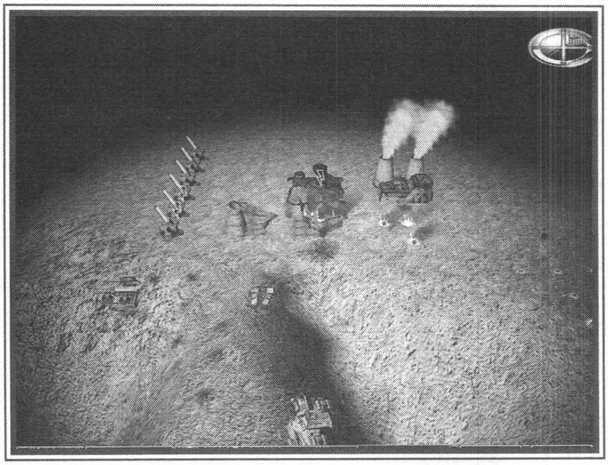
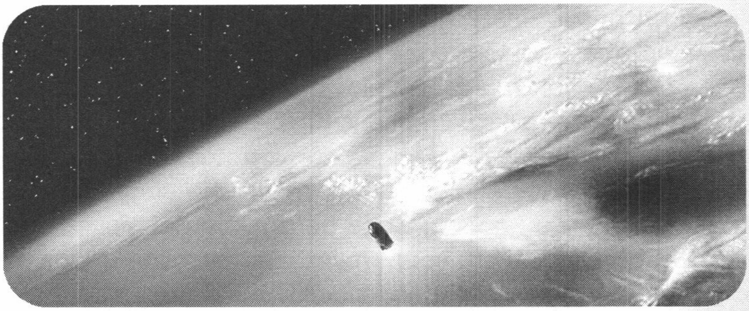


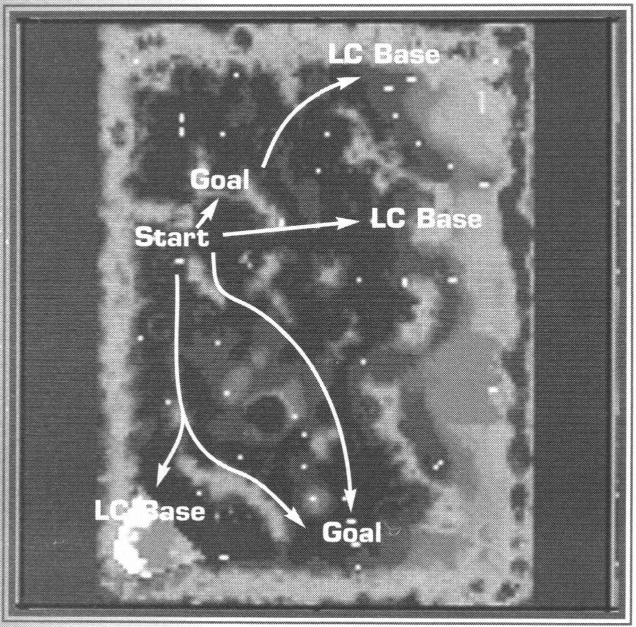
Fig. 6-9: Test the new Artillery in enemy territory.

Beat back LC counterattacks with your combat robots. Turn toward the northern base after the destruction of the small bases in the east and west. This shouldn't be a problem for your Artillery either. As soon as the last building here has gone up in smoke, you've completed this mission. Mine the ore deposits, and don't forget to bring back all your units!

TIP: Whenever you use Artillery, make sure you have enough units supplying them with ammunition. The Artillery needs to be resupplied after every two or three shots.



MISSION 6: BETA-QUADRANT



GOALS: Destroy Beta-Quadrant (Power Plants and enemy units).

Completely destroy the Weather Control Centers.

When the mission begins, you are forced to watch as the well-built UCS Base in this quadrant is destroyed by a meteor shower. Unfortunately, you can't do anything about it. Everyone agrees that the meteor shower was caused by the LC, so you must find and destroy both Weather Control Centers before they devastate the rest of the quadrant. This will be somewhat easier than Mission 4, because you now have Artillery.

As soon as the meteor shower ends, move the single surviving unit, an ore collector, over to the Landing Zone before it's destroyed too. Transport all available combat units from your main base into the quadrant, as well as two construction vehicles so you can quickly build up a new base near the Landing Zone.

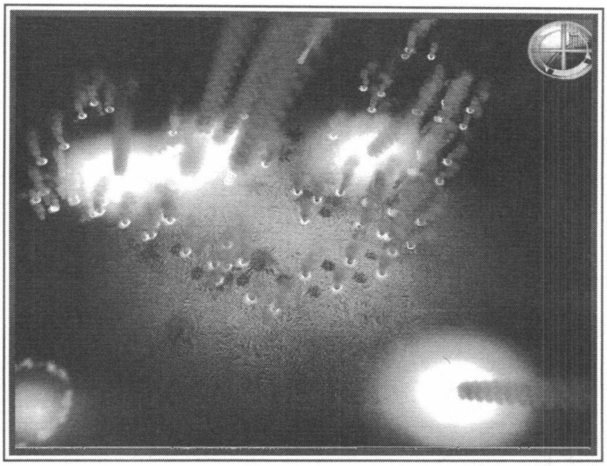


Fig. 6-10: No one can survive the meteor showers.

As you begin to build a base, put together two platoons, because the countdown to the next meteor shower is already running and you must destroy both Weather Control Centers before that. It's very difficult to get both centers sequentially, so split up your troops.

One Weather Control Center is directly north of your position and is easy to reach. The other is on the quadrant's southern edge (see map). It takes a little longer to reach and destroy this one.

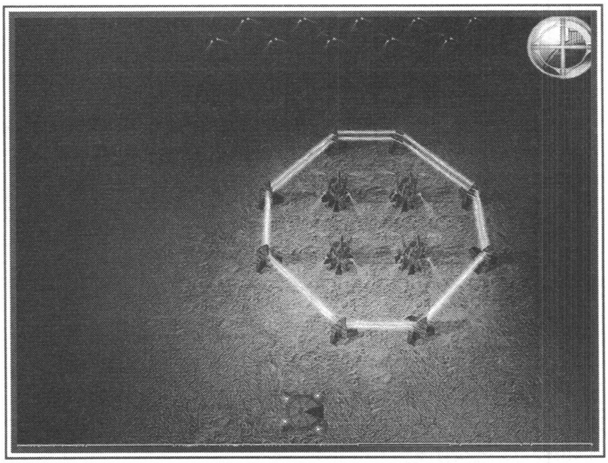


Fig. 6-11: Locate and completely destroy the Weather Control Centers.

Next, secure your base. There are raw materials located east of the Landing Zone. Later, you can obtain more resources in the quadrant's northeast and southeast corners, where there are currently LC bases. In addition to these bases, the LC has a third camp in the east. All camps are well secured; be sure to use your Artillery before sending your troops into the bases.

TIP: This quadrant also has many radioactive areas. Move quickly through these areas or detour around them, so your units don't reach the front already severely damaged. Make sure your units don't get stopped or drawn into a battle in these areas.

After you have established your base, gotten your raw material production running, and gathered enough troops, head off to destroy the first LC base. Begin by attacking either the base in the southwest or the one in the northeast. If you choose the latter, then go after the base in the east second, and finally go after the last one in the southwest.

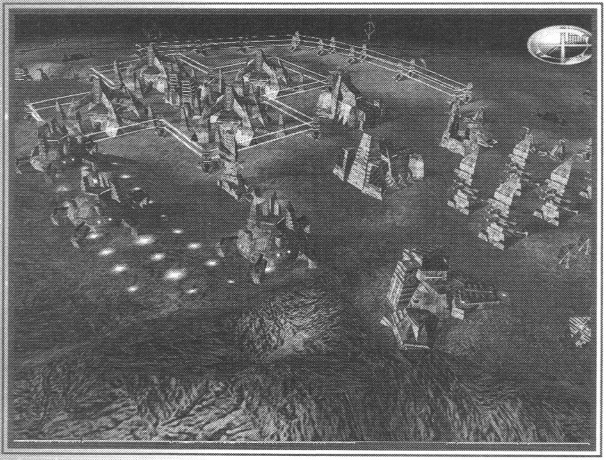
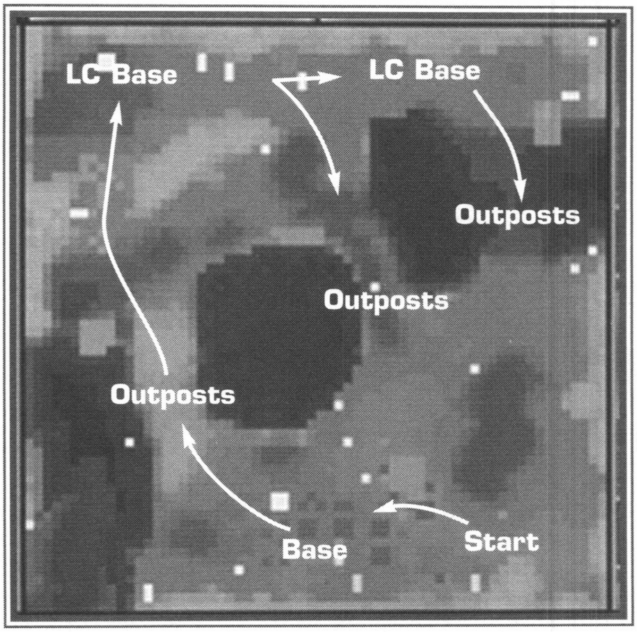


Fig. 6-12: The LC bases are well fortified.

TIP: A tunnel system connects many points in the quadrant. However, use the tunnel system only on a limited basis. If you like to operate underground, you can at least reach the eastern bases through the tunnels.

Always begin your attack first with the Artillery and then use your ground troops. Shred one opposing base after another, while defending your own base and mining as much ore as possible.

MISSION 7: DEATH CANYON



GOALS: Capture enemy posts at Rock Bridges and destroy all LC buildings.

Eliminate all LC units.

This mission requires you to destroy all enemy buildings and units. Because this sector is so small, avoid building your base too close to opposing outposts.

The beginning of this mission is the toughest part. You begin in the southeast corner; head west with your units, which is where you find the ore deposits that supply you for most of this mission. The LC is also interested in this deposit and tries to erect a production facility early on. Fly in a few units from your main base and set up a small camp here as well. Unlike the last mission, you won't need a large, heavily defended base.

TIP: By the time you reach this mission, you should have researched better Defensive Towers. Build a few around your base and equip them with anti-aircraft Plasma Cannons.

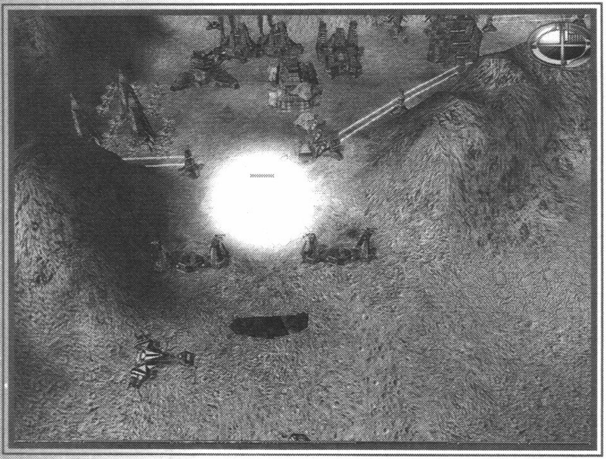


Fig. 6-13: Do some advance work with the Artillery.

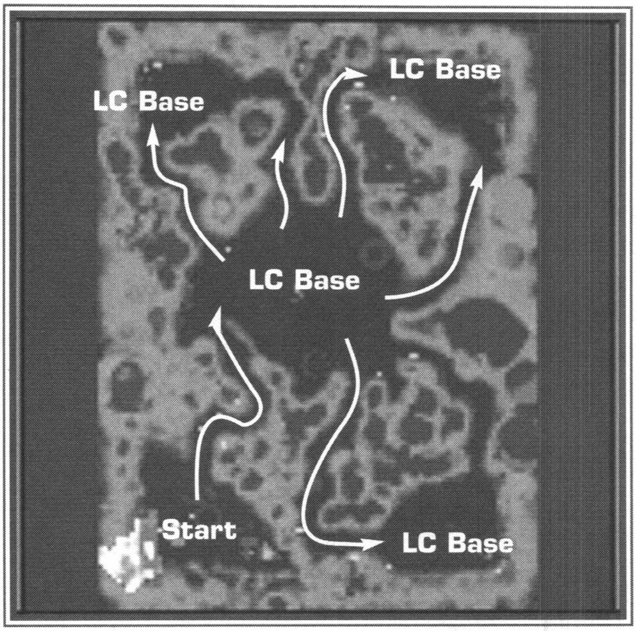
TIP: You'll run into the LC Crions at the start of this mission. Destroy them or they'll take you out.

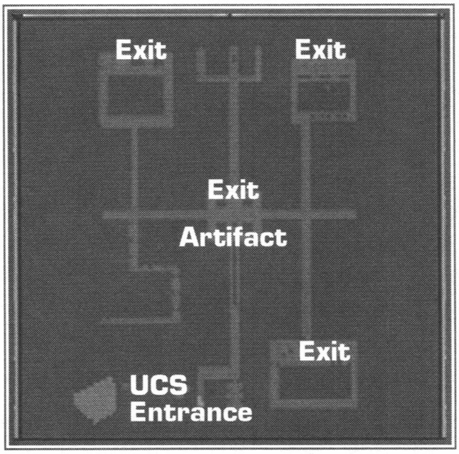
Position multiple Artillery units around your base to destroy the three LC outposts in the passes. Be prepared for direct counterattacks. Return fire, but don't attempt to smash the outposts without help from the Artillery. You'll lose too many units because all of the passes are well secured.

After you have destroyed the outposts, and maybe even a part of the base with your Artillery, take a strong combat group over the western-most natural pass and head north until you reach the LC base. Destroy any remaining buildings and surviving units. After that, head through the valley to the east, where you run into more opposing structures. Advance through the enemy base until you reach the map's eastern edge and all units and buildings have been eradicated. As soon as the last unit has been turned into a fireball, leave the sector with all of your units and credits.

TIP: If this mission doesn't end with the destruction of the last building, an enemy unit is hiding somewhere. Search the map with your combat group one more time and destroy that last opponent.

MISSION 8: GAMMA-QUADRANT


LC Base
LC Base
LC Base
Start
LC Base


Exit
Exit
Exit
Artifact
Exit
UCS Entrance

TUNNELS

GOALS: Destroy all Power Plants as well as the other buildings.

Copy the data from the Operations Computer in the tunnel system.

This mission is very similar to Mission 6, though it's easier to protect your base. You begin in an almost closed valley in the quadrant's southwest corner. A narrow valley connects you to the rest of the map. This valley is ideal for closing off and defending. However, don't scrimp on antiaircraft defenses while you build up your base in the traditional manner. Obtain the necessary resources in the eastern part of the valley.

While you build your base, start the second part of the mission goals. Directly east of the ore deposits, dig a Tunnel Entrance to gain access to the opposing tunnel system. Take a half dozen units and head north. Follow the bend in the tunnel and keep heading north until you reach the middle of the map. You find a large intersection in the middle of the tunnel system. In addition to many other tunnels, you also find a blue-lit room containing an opposing unit and the desired artifact. As soon as you pick up the artifact with one of your units, you have taken your opponent's computer data. Leave the tunnel system the same way you came in and return to the Moon's surface.

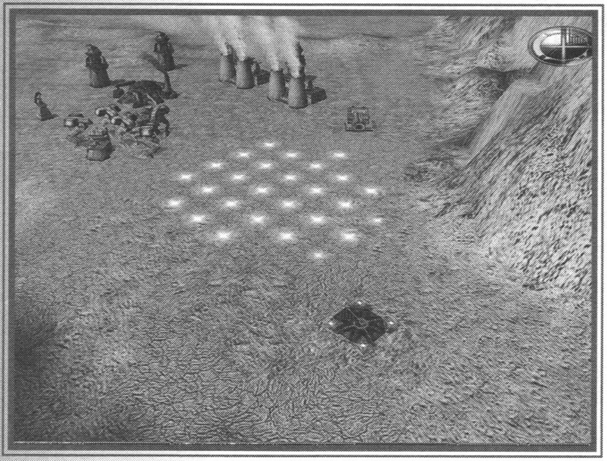


Fig. 6-14: Place the Tunnel Entrance right next to the ore.

TIP: Research Shadow Generators and use them for scouting. When submounts are available on heavy untis, use shadow Generators to cloak your attacking force.

After you have secured the data you must drive your opponent out of the quadrant. Four LC bases occupy this quadrant. The base in the southeast corner has a few ore deposits. Two other bases are located in the northwest and northeast corners. The LC's fourth base has a huge mining operation in the middle of the map.

If you attack from the surface of the Moon, first destroy, or at least severely weaken, the middle base, so that your path to the southeast base is clear. If you attack from the tunnels, first try it against the small base in the southeast. The battle for the southeastern base will cost you a lot of energy and a few units, though if you can take over the valley, you have a great starting point for reaching the rest of the quadrant. Expand your base in the new valley to support further troop production.

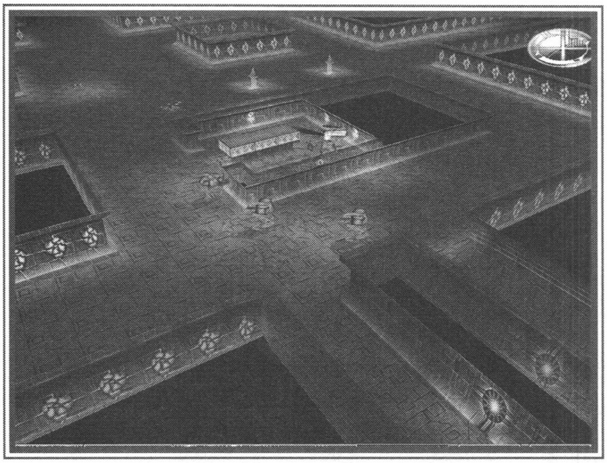


Fig. 6-15: You find the required artifact in the tunnel system.

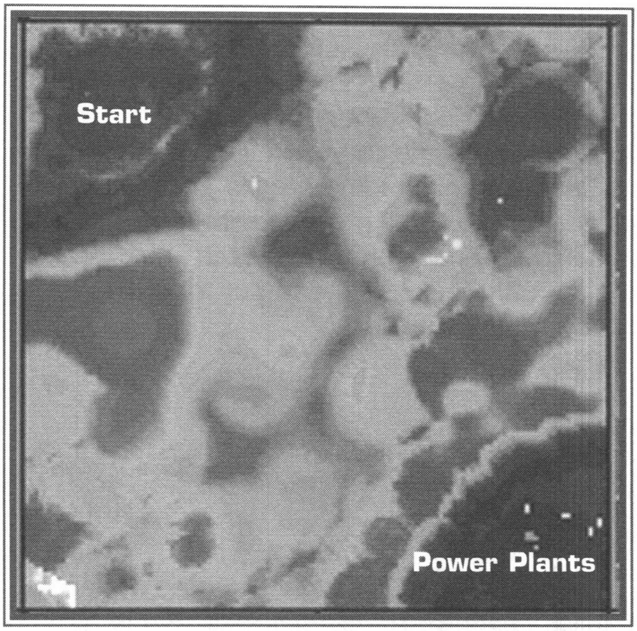
TIP: Even if you can't place buildings in all areas of the quadrant, keep an eye on each area after you destroy a base, because the LC constantly tries to replace buildings, and you don't want to have to start all over again. Also watch for radioactive regions while advancing through this quadrant. Leave a Tower or Cargo Salamander with anti-aircraft Plasma in each destroyed base near the resource patches.

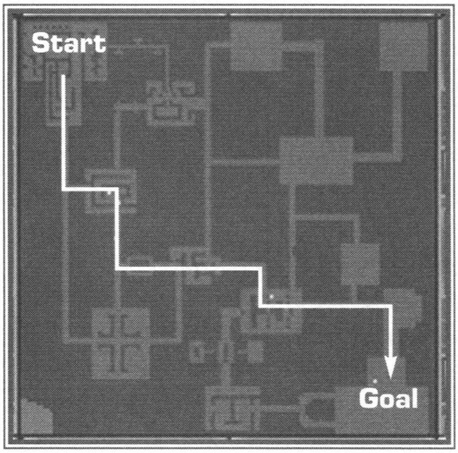
After you take over both southern valleys, build up your forces. In the next mission, you get other troops, but you have access to your army again in Mission 10. Produce as many units as the resources allow, and then take the quadrant's center, followed by the valleys in the north.

TIP: You could also go after the middle of the map first, cutting the LC bases off from each other. You have more raw materials in this mission, though there are a few disadvantages. You must defend all three directions at once, which isn't easy. The LC pulls back to the corners for a while, then puts up a hard fight for the middle. Decide for yourself!

Next, destroy all enemy buildings, especially the Power Plants. Prepare for a long fight, but with good tactics, you can win. Don't forget to use your Artillery.

MISSION 9: INVISIBLE ENEMY


Start
Power Plants



TUNNELS

GOAL: Destroy all Power Plants for the camouflage system.

This mission is decidedly different from the last assignments. You don't destroy multiple enemy bases with a big army produced at your base. Here, you start with a group of brave warriors who must survive the mission. There is no construction machinery and no Landing Zone, which means you can't produce or fly in any new units. Fortunately, you only have to destroy a small opposing base.

The rest of this large quadrant is flat and empty, and you don't need to scout it. You start in the northwest corner and the enemy base is in the southeast corner. However, the base is behind a line of hills and is so well protected that you don't have any chance of using ground troops to storm it from the surface. You must use the tunnel system to reach your target. Direct all of your units through the Tunnel Entrance and put all of your troops into one platoon.

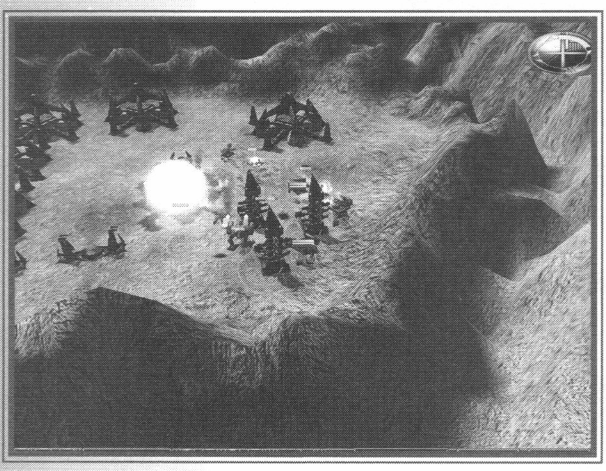


Fig. 6-16: Destroy the Power Plants in the southeast.

Follow the path shown on the tunnel map. Begin by heading south and take the first branch to the east. Then head south at the next tunnel. Follow the tunnel and the small rooms heading east, until you come to a pink hallway, which suddenly turns south. You come to a small room, which you leave heading east again. Then enter a large, empty room. Drive south from here to reach the only exit.

Along the way, you continually run into LC resistance. Take out your enemies or lose the mission in the tunnels. Don't waste too much ammunition, as you need it to destroy the Power Plants. After you have taken out the last defender in the room with the exit, the hard part begins. Save the game at this point.

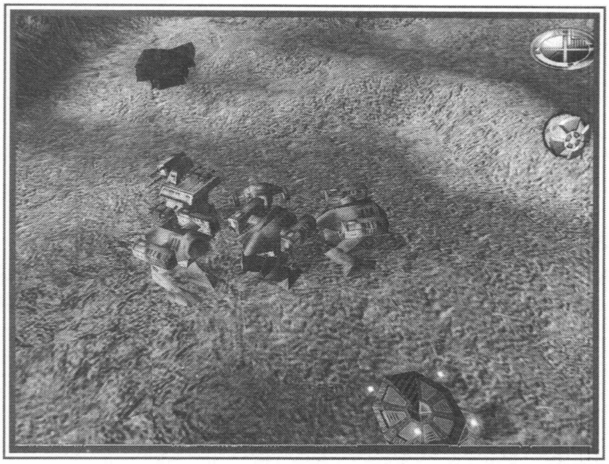
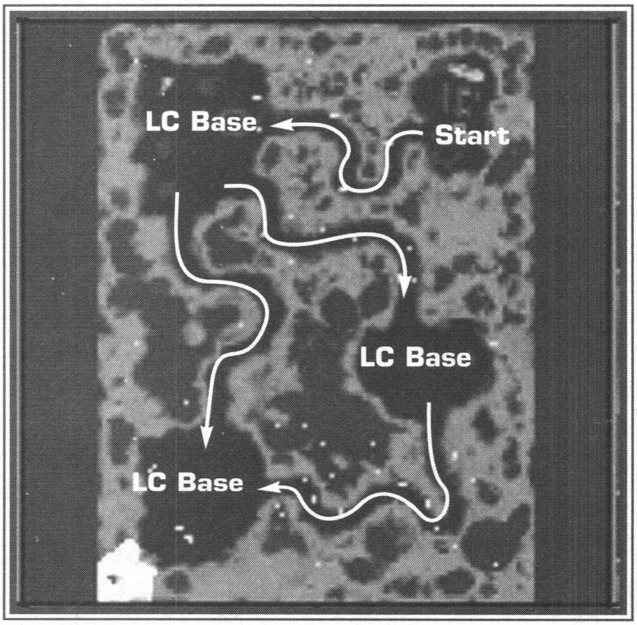


Fig. 6-17: Only the strongest have survived.

Leave the tunnel and you come out right in the middle of the opposing base. The mobile defenders here open fire and really come after your first units. If you conquered an opposing base from a tunnel in the last mission—or at least tried to—you know what's waiting for you. Get your units out quickly and begin defending yourself. Destroy the opposing Power Plants before you become a victim of the LC units. After you destroy all of the Power Plants in the base, you've completed the mission. This mission is relatively difficult, but still manageable.

MISSION 10: DELTA-QUADRANT



GOAL: Destroy Delta-Quadrant.

This mission is much like Missions 4, 6, and 8. This time you start in the northeast in a very defendable valley. Once again you have to destroy LC bases. The first and largest base can be reached through the only ravine that leads west of your base. Reach the other two bases, in the east and in the southwest corner, through the narrow ravines leading from the first LC base.

After constructing and securing your base, build up your arsenal with new developments and weapons systems as much as possible, then destroy the LC base to the west. Use a combination of ground troops, air units, and Artillery.

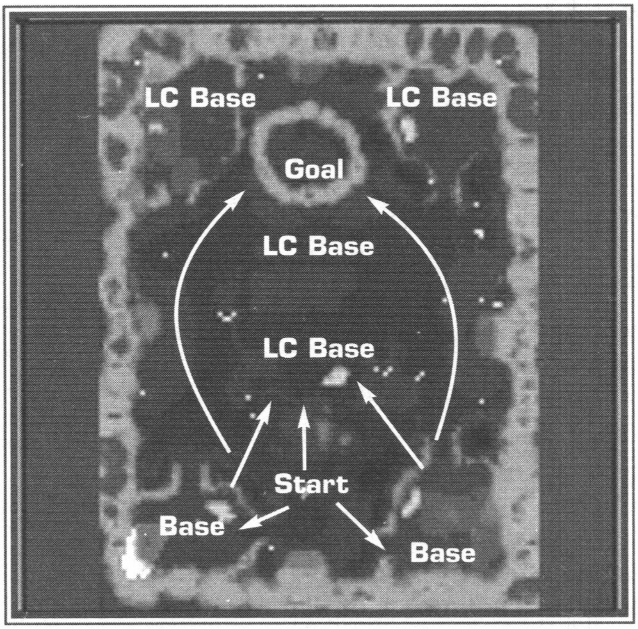
TIP: In this mission, you need a large air force to achieve the mission goal. To save time in the next mission, produce as many air force units (especially Bombers) as your budget allows.

This mission has tunnel systems too, although the exits are well protected and the path through the valleys is easier. Be aware that you'll suffer many more counterattacks than ever before. The opposing air units frequently attack your base.

Fig 6-18: Destroy the LC bases once and for all.

Stay put in the LC base in the northwest and mine the remaining resources. Advance against the base in the east, then close in on the base in the southwest corner from both sides. Drive the LC out of this quadrant and prepare for the final battle and victory by the UCS.

MISSION 11: EXECUTION



GOALS: Destroy the Xyrex Power Plants that supply the control centers.

Destroy the four control centers.

The campaign's final mission can be short or it could last a long time. If you have a powerful air force at the beginning, start a lightning-fast assault that can bring victory in about 10 minutes. If you don't have such an air force, or if you prefer more relaxed tactics, prepare for a long but manageable fight. Though there are only eight buildings to destroy, they are on the other side of the map in a closed-off valley that can only be reached by air units. Between your starting point and the valley is one of three LC bases.

Fig. 6-19: Your troops have already begun their advance.

Before you can begin your assault, you must deactivate the regeneration systems that allow the control centers to constantly remain at full strength. As soon as you have secured your starting valley, send a platoon of ground units into one of the Tunnel Entrances to the east or west of your starting position. Once in the tunnel system, head north. There are four separate artifacts that must be found and switched off. They are directly under the control centers in the far north. Since there aren't many defenders in the tunnel system, you may want to split up your platoon into smaller groups to speed up this process. As soon as you reach a major branch heading toward the center of the map, send two-thirds of your force toward the middle of the map, and the remaining third should keep heading north. With the smaller force, keep heading north until you can turn back toward the center of the map again, where you will find the first artifact. The larger group will enter a large room under the big LC base. Once you take out the few defenders here, send half of that group north to find two artifacts. The remaining group should head out the other side of the big room and then head north until you can turn back toward the middle of the map. This is where the final artifact is located. Once this is done, you can launch your full assault.

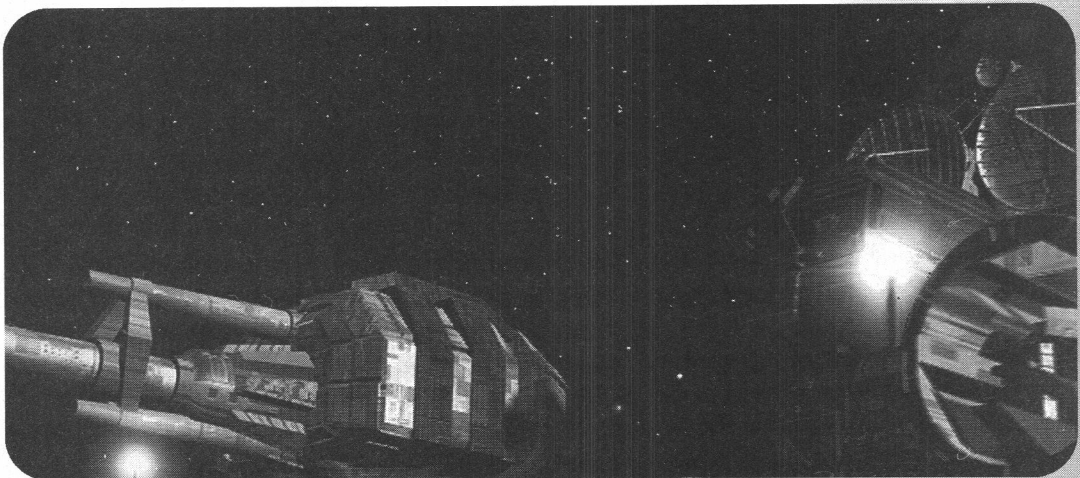
This first description is for fans of the air force. Fly in all air units as quickly as possible from your main base and then bring a few ground troops into the area. Use the latter to defend the Landing Zone against your opponent's constant attacks. As soon as all units are available, send your ground troops to attack the base in the middle of the map to distract the mobile defenders and a few of the defense installations. At the same time, fly your air units past the LC base on one or both sides, until they reach the valley in the north. Next, immediately attack all the Power Plants, then the control centers. Turn the valley floor into a fireball, thus destroying the incredible weapon of the LC. Victory is yours within a few minutes.

For those who would rather fight a huge battle, start by flying in all of your available combat units and the necessary supplies for building a base. This mission is the UCS's last, so theoretically only the two Assaults have to survive. Occupy at least one of the two ore deposits to the east and west of your starting position. You have an advantage if you secure both of them, but be careful of the constant attacks. Include the Landing Zone within your base and begin securing the area.

After that, build up as large a force as possible, predominately air units. Once you have enough combat platoons, head north and attack the LC base with your ground troops. At the same time, send your air force directly north to find the valley where the Power Plants and control centers are located. Keep your air force moving, otherwise it will be an easy target for the LC. Destroy all buildings in the valley to win the mission.

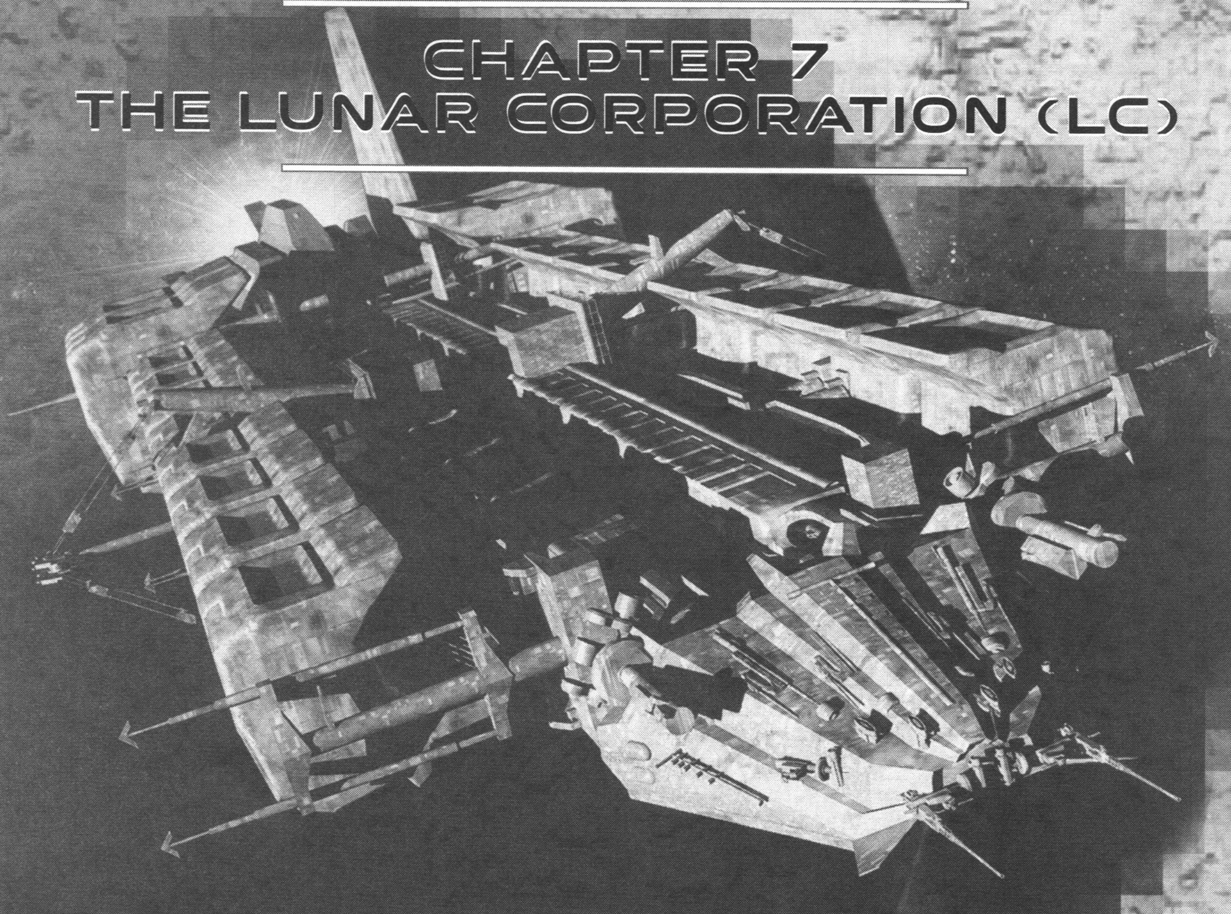
If you don't succeed with the first wave, pull back quickly and prepare for a new attack with fresh forces. Don't bother to attack the two northern bases. Distract enough of the mobile units so that your air force can reach the valley and hit it full force. As soon as you destroy the LC's secret weapon, you win the campaign.

TIP: This mission includes many LC Detector Probes. If your units rely on shadows, take out these probes.



THE SEQUEL TO
EARTH
2150

CHAPTER 7
THE LUNAR CORPORATION (LC)



MOON
PROJECT

After successfully preventing Project Sunlight in the UCS campaign, your task is now exactly the opposite: you must make this project a reality. The LC campaign begins with a few tactically oriented missions. Then, multiple large battles follow for sectors Alpha through Delta, which you are already familiar with. Finally, you must master a few more tactically demanding missions.

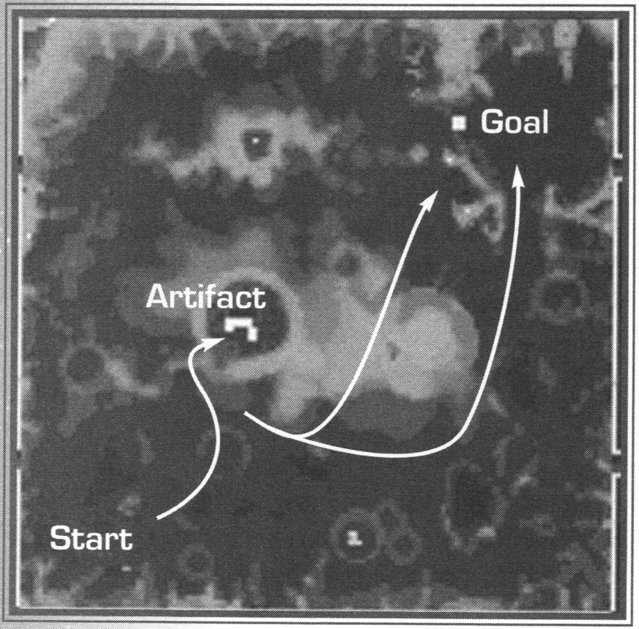
As with the ED campaign, your base consists of three independent parts. Because you start on the Moon and your opponent can only attack your outposts, you don't have to worry about your main base. Compared with the other two factions, the LC has a very futuristic weapons arsenal and the buildings take a little getting used to, but you'll quickly find your way around these units. It's time to take care of the first assignment. Let's go!

THE LC CAMPAIGN: PROJECT SUNLIGHT

CAMPAIGN GOALS

- **Build up Sunlight Sector Alpha.**
- **Build up Sunlight Sector Beta.**
- **Build up Sunlight Sector Gamma.**
- **Build up Sunlight Sector Delta.**
- **Destroy all UCS invaders.**

MISSION 1: INVASION



GOALS: Destroy the UCS assault units.
Destroy all UCS buildings.

The first mission on the LC side is easy, if you are fast enough. You start with a small base in the south and a second small base in the northeast. This outpost is attacked and reduced to ashes by the UCS right at the beginning of the mission. Only a few buildings—if any—can be saved, but you can withstand their loss. Much worse is the fact that the UCS begins building a base right here. To prevent this project from reaching completion, immediately send all of your units, especially your Fat Girls, northward in a counterattack to stop the invaders. Head straight for the northeast corner and open fire.

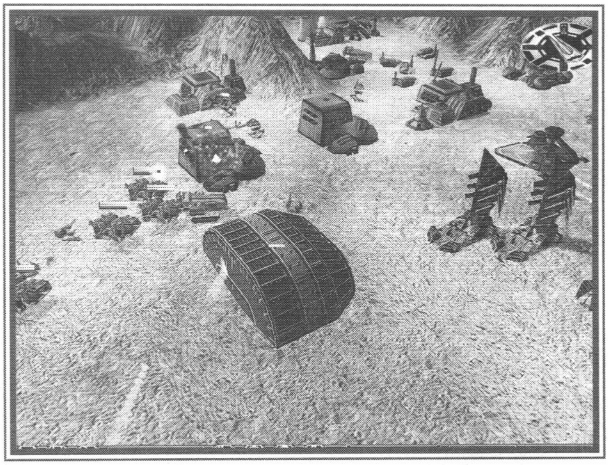


Fig. 7-1: The UCS has quickly built up its base.

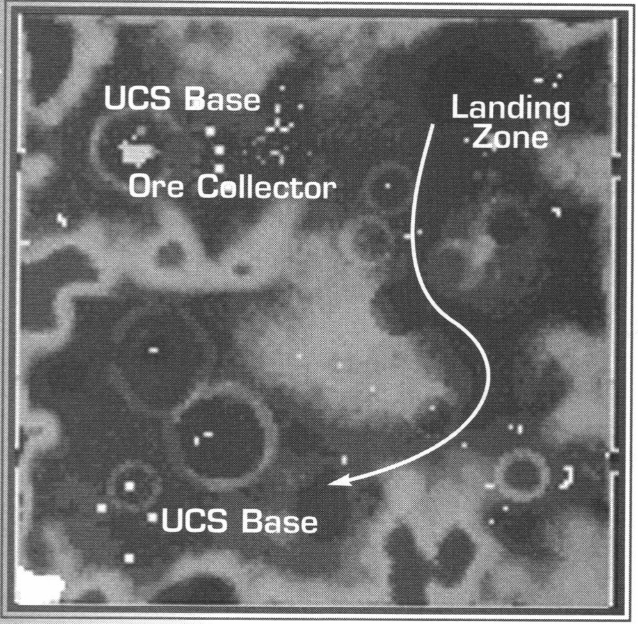
TIP: In front of the two research buildings in the middle of the sector are a few artifacts that your units can use. Stop here on your way north to improve your units.

You can produce a few extra units, though the Fat Girls alone should be enough to conquer the mission. Resources for additional production are somewhat limited.

Storm the new UCS base during its construction phase and take out the few defenders as well as the buildings and civilian vehicles. Destroy the Mammoth early on. As soon as the base is reduced to soot and ashes, you've won. However, continue to mine the small ore deposit to the east of your own base to build up some reserves. Build a Mine and a Landing Zone to call the transporter. Then transport your units and the ore back to your main base. Start your first research assignments and produce additional units before you go to the next mission.

Fig. 7-2: Don't give the invaders any chance.

MISSION 2: CARPATES


UCS Base
Landing Zone
Ore Collector
UCS Base

GOALS: Eradicate all UCS ore collectors.
Destroy all UCS buildings.

Despite LC expectations, the UCS hasn't broken off its invasion attempt. Cut them off from the raw material supplies, then liberate this sector from UCS troops.

You begin in the northern part of this somewhat empty sector, with only four transporters. This is plenty. Seek out the UCS ore collectors, pick them up with your transporters, and then drop from a high altitude. Even a UCS ore collector can't survive a fall like that. Take out all 22 ore collectors before you head on. Have fun!

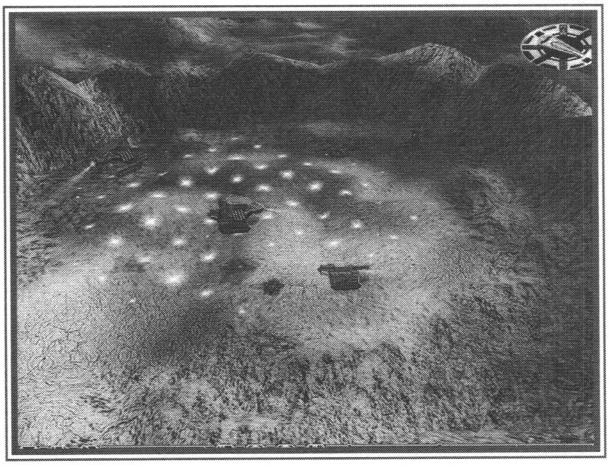


Fig. 7-3: Collectors on the field...

TIP: You can only attach to the ore transporters when they are still. Thus, wait directly next to the Refinery or over the ore deposits until the collectors are busy either loading or unloading, and then grab on. Stay out of range of the defense installations.

You can try this tactic in the following missions, although you need a little luck to surprise a UCS combat robot. However, a fall from cruising altitude is guaranteed to destroy one of those too. At least use this trick against other enemy civilian vehicles.

After all of the collectors are taken care of, build a Landing Zone near the UCS base, and then fly a few combat units into the sector. While your troop transporters fly back to your main base, turn the Refineries and other UCS buildings in the north into scrap heaps. Be warned: this isn't the only UCS base in this sector. You also have to destroy a somewhat larger UCS base in the southwest.

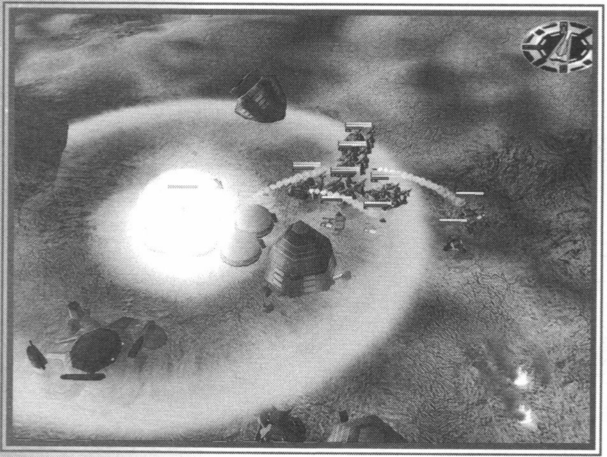
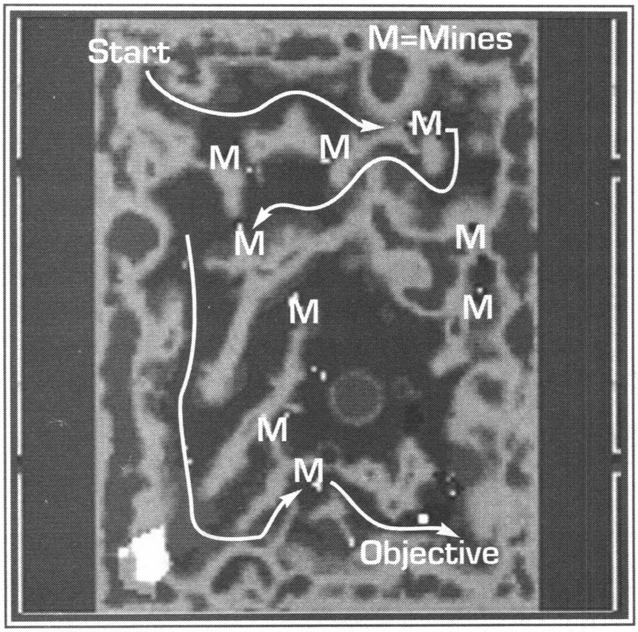


Fig. 7-4: The Power Plant isn't supplying any more power.

Take out the mobile attackers that confront you on your way south, then attack the base itself. It shouldn't be a problem to eradicate the base with the Fat Girls in your platoon. Once the smoke clears, you can pull back out of this sector with the mission successfully completed.

MISSION 3: CONVOY



GOALS:	Secure the convoy route.
	Two units must survive.
BONUS:	If no units are destroyed, take units to moon base.

This mission can either be very easy or very difficult. The easy method is to first completely fence in your convoy at the beginning. Then use your Main Base in the southeast corner to build Transporters. Once you have a few of these built, you can pick up the convoy vehicles and fly them to the safety of your base. If you prefer the hard way, use the description that follows.

To secure a land route for the convoy, you will need a little skill. This time, you have a few scouts that you must use to locate the Mines that the UCS has laid in the narrow valleys. Because the vehicles in the convoy automatically drive over every mine, use laser fences to block the corresponding locations, or the required two vehicles will never reach the base. This is tricky for two reasons: you must make sure that there is still a way around a mine once you block it, and you must also plan in the time it takes to deliver the laser wall. Send out your probes in different directions.

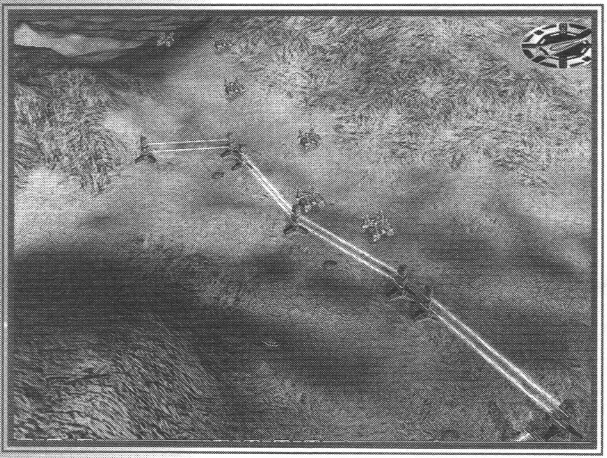
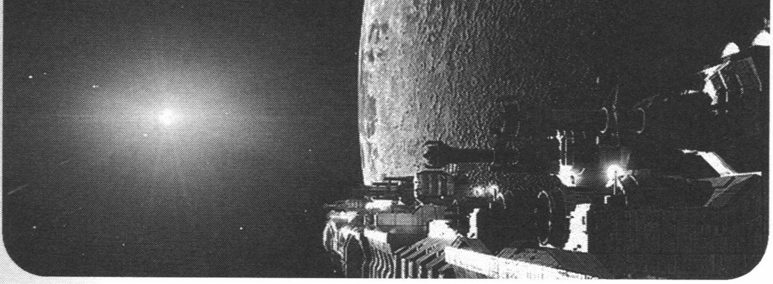


Fig. 7-5: Lead the convoy around the dangerous minefields.

TIP: Make sure that the laser wall goes all the way to the edge. Otherwise, the truck will simply drive around the wall and right into the minefield.

If left to its own devices, the convoy would take the most direct and shortest route, but it wouldn't get far. The ideal path, which you can best control, is shown on the map above. To make sure the convoy takes this path, block the first two passages to the south and the one to the east at the very northern edge of the base. The other minefields can be walled off so the convoy drives right by them. You won't run into any other enemy resistance, so you win as soon as two undamaged trucks arrive at the base in the southeast.



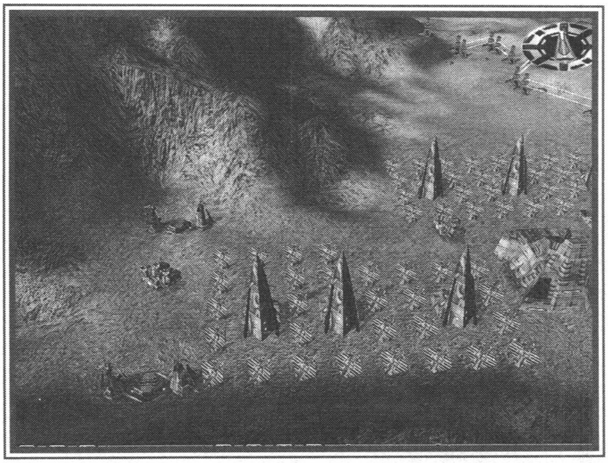
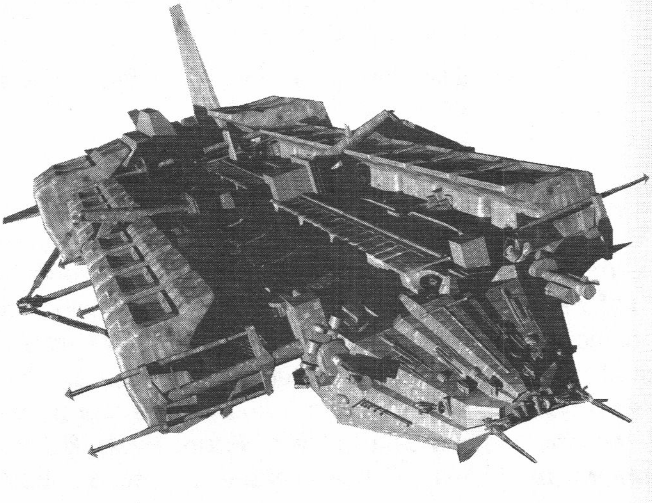
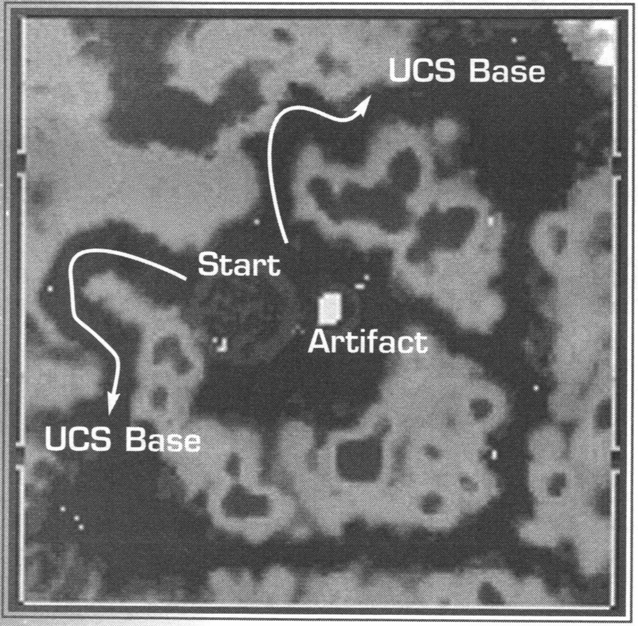


Fig. 7-6: The convoy arrives undamaged at the base.

TIP: Every mine in this sector means immediate death and the mine isn't destroyed along with the vehicle. Theoretically, the whole convoy could be blown up by a single mine. Don't plan on losing one unit just to clear a mine out of the way.



MISSION 4: THE SHOWER



GOALS: Destroy all enemy buildings in the southwest.

Destroy all enemy buildings in the northeast.

Fang must survive.

The title of this mission sounds nice, though the UCS won't like it as much. The "Shower" refers to meteor showers that you can more or less control, causing them to rain down on both UCS bases in this sector. The "Control" for the meteor showers is in Fang's glider, which you have to look after particularly well in this mission. If Fang is lost, so is the mission. Unfortunately, it's not easy to take care of Fang. Every 60 seconds—the exact time is shown at the top of the screen—a meteor shower falls exactly where Fang is. Thus, you have to save Fang from himself every minute.

To attract meteorites to destroy the UCS bases, Fang must go into these bases exactly at the top of the minute. When the meteor shower begins, pull Fang back immediately, because a hit would destroy the glider.

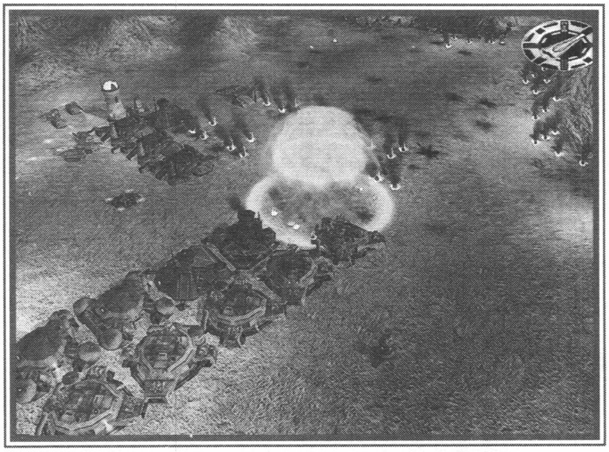


Fig. 7-7: The meteor showers have already destroyed part of the base.

This mission is tough because the mobile UCS troops fire constantly at Fang, and the UCS bases aren't completely destroyed by only one meteor shower. You have to fly into both bases multiple times and keep moving in between so you don't become a victim of the meteorites by getting trapped in a narrow valley.

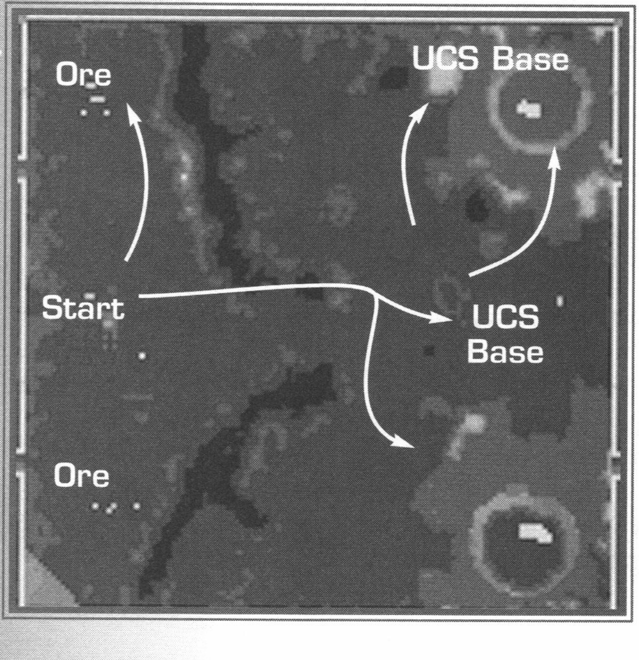
TIP: At the starting point, look for a few artifacts that should protect your little platoon. Because Fang is the only one who must survive, allow his glider to collect the artifacts.

First concentrate on destroying one base, then the next. If you keep going back and forth between the bases, the many meteor showers in the narrow valleys will surprise you. If a few buildings are left in each base after multiple impacts, destroy them with your conventional units, as long as you still have ammunition. You don't have to use a meteor shower to get rid of one last energy transmitter.

TIP: If your meteor showers come too fast or you have difficulty rescuing Fang each time, slow the game speed and save regularly, so you don't have to start over at the beginning.

Once you have completed this mission, the construction of the Sunlight System begins, and with it come the large battles of attrition. Persistence is more important than fast reactions.

MISSION 5: THE FIRST RING



GOALS: Destroy the enemy base in the northeast.

Destroy the enemy base in the southeast.

Build two Platinum Power Plants and a Mine in the crater of the northern base.

Build two Platinum Power Plants and a Mine in the southern base.

Construction of the LC's secret weapon begins in this mission. It stretches over four missions and covers the already familiar Alpha through Delta Sectors. However, you are on the other side this time and must drive the UCS out of these sectors so that you can build the Power Plants and Mines necessary for the Sunlight System. The following missions consist of really large battles which you are already familiar with.

Start in the far west. Fly in more troops so you can hold your position. The opponent has two well-constructed bases in the northeast and southeast corners of the sector. Both opposing bases meet in the middle of the eastern half of the map, while your base is separated from the opposing bases by two deep ditches.

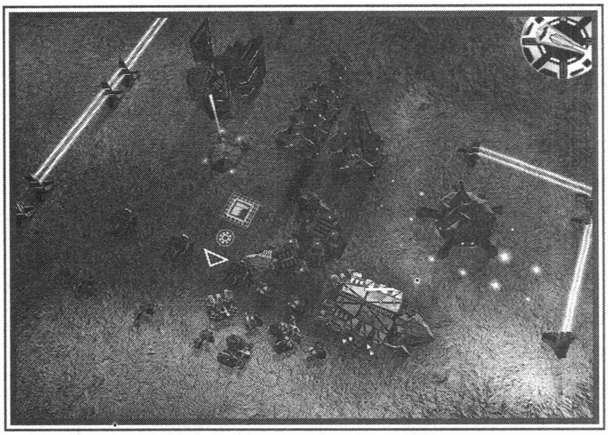


Fig. 7-8: Secure your own position first.

Locate resources right next to your starting point. Because you won't have enough from this small deposit alone, secure the ore deposits in the northwest part of the sector and drive out the UCS guards. Don't wait too long, or the UCS will begin mining. Another resource deposit is in the southwest, though it is barely worth mining.

As in the last campaign, you must build a functioning base and protect it with as many defense installations as possible. Invest in research and rely heavily on more highly developed units when putting together your platoons.

You must constantly contend with attacks from the opposing bases, though there won't be a large offensive and you can easily turn back these small attacks. A tunnel system here connects the ore deposits, although it's really not worth using. The exits in the opposing bases lead to a sure death because the enemy troops are concentrated there. This time, stay on the Moon's surface and fight your battles there.

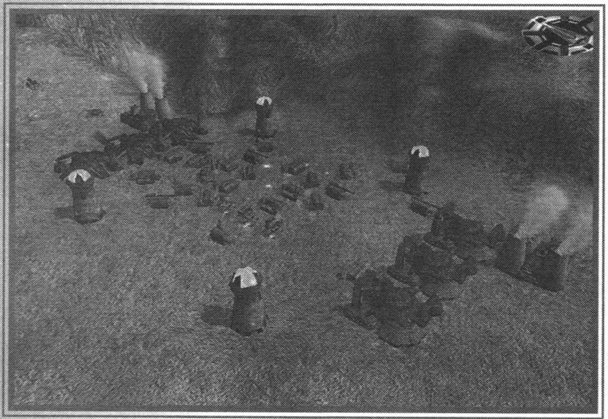


Fig. 7-9: The UCS bases meet here at the ore deposits.

Before you begin an attack on the opposing base, build up your army as much as possible. Head east from your base between the two ditches, then turn immediately south. The southernmost base isn't as well-protected or hidden between the mountain chains as the one in the north. Don't use the main entrance directly to the east. Instead, approach the base a little south of that so you run into less resistance. Take this base apart and don't leave any buildings standing that could endanger you. You'll have time to destroy all of the buildings later. Make sure to destroy the defensive towers around the crater. As soon as you finish, you can start building the required Power Plants and Mines. Pay attention because the Power Plants are very expensive.

Slowly work your way north. Almost all of your opponent's Refineries are at the point where both bases meet. Destroy Refineries from both bases before you pull back to supplement and reorganize your troops. On the way back, destroy the main entrances of both bases, so you'll have an easier time in your next advance.

Advance slowly with a new, or at least supplemented, army through the entrance directly east of your base until you reach the eastern edge of the sector, where you turn northward. From there, push into the opposing base. Depending on the strength of your army, you can also attack the base's flank from the west. You also run into massive defenses, though without the Refinery, the UCS base has a difficult time defending itself over the long-term. Work your way into the base piece by piece, and this time don't leave any buildings standing. Make sure to take care of the defense towers along the edge of the crater.

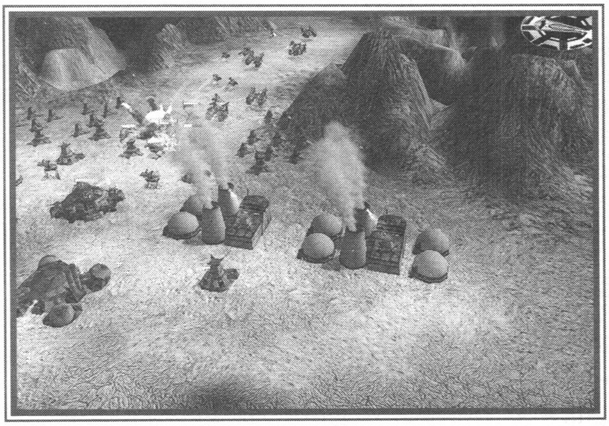
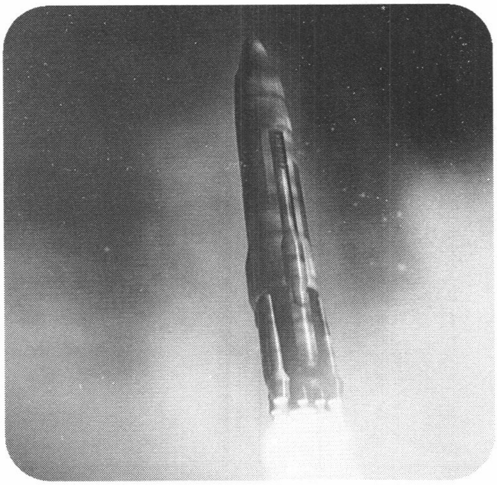
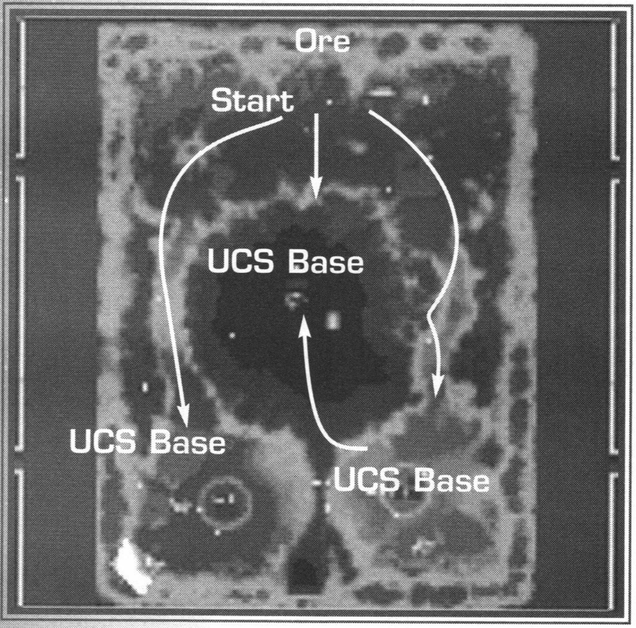


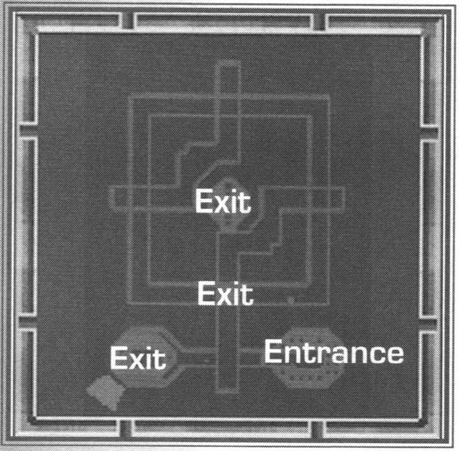
Fig. 7-10: Attack the UCS bases without mercy.

After that, you only have to build the two Power Plants and a Mine in the craters—and nowhere else—while searching out any leftover buildings in the two destroyed bases. Once the Power Plants and Mines are operating and all opposing buildings have been brought down, you've won the campaign's first major battle.



MISSION 6: THE SECOND RING


Ore
Start
UCS Base
UCS Base
UCS Base


Exit
Exit
Exit
Entrance

TUNNELS

GOALS: Destroy the UCS base in the south.

Destroy the UCS base in the southwest.

Destroy the UCS base in the southeast.

Build two Power Plants and a Mine in the crater of the southern base.

Build two Power Plants and a Mine in the crater of the southwestern base.

Build two Power Plants and a Mine in the crater of the southeastern base.

Collect 40,000 credits for the Sunlight Project.

Having shown that you can finish off two UCS bases, you now get to take on three. Start in the south, while the three UCS bases are in both southern corners and in a crater-like plain in the middle of the map. All three bases are well-secured and not easy to take. However, they're fairly spread out, with plenty of room for units between the buildings.

Resources aren't scarce this time. The ore deposit directly east of the starting point is an inviting place to mine. Opposing attacks come relatively quickly, especially if you initiate contact with enemy units or structures, though they can be turned back easily. You can't use the tunnel system until later because there isn't an entrance in range of your base.

Both bases in the southern corners can be reached through a narrow ravine, though the crater in the middle can only be reached above ground by your air force. All other vehicles have to use the Tunnel Entrances in the other UCS bases. The UCS base in the southeast is an inviting first target and the easiest to bring down.

After constructing and fortifying your base, and putting together a powerful fighting force, head along the map's eastern edge toward the south. Take out the few guards in the valley and the sparsely placed defensive installations, and push forward into the opposing base. Eradicate all buildings and opposing units, making sure to leave at least one Tunnel Entrance in each base.

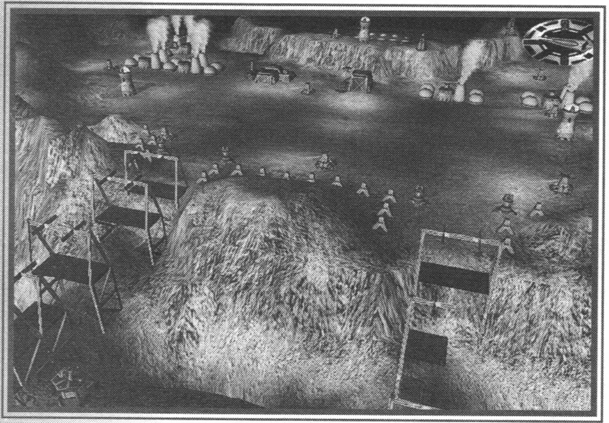


Fig. 7-11: The expansive base in the middle is difficult to reach.

After you have taken out the base in the southeast and secured the area, use your air force to cross the line of hills around the UCS base in the middle of the map. At the same time, take a large contingent of ground troops underground to penetrate the same base. Find the route on the tunnel map above. A few opponents wait underground, and the path through the tunnel takes significantly longer than the air route. Wait to begin the air attack until the first ground troops arrive inside of the ring of hills. Now attack this middle base until you have reduced it to ashes.

Prepare yourself for a hard-fought battle. This base is the strongest of the three. Once it has fallen, you will have an easy time with the remaining base in the southwest.

After the destruction of the middle base, build the Xyrex Power Plants in both of the destroyed bases and don't forget the Mines, either. After that, start supplementing your assault force, then advance southward along the map's western edge until you reach this sector's last base.

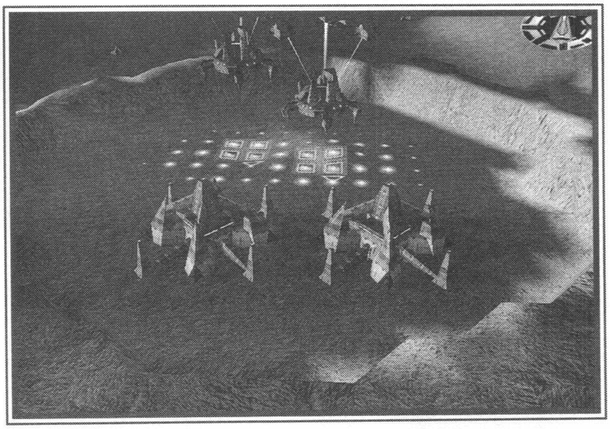
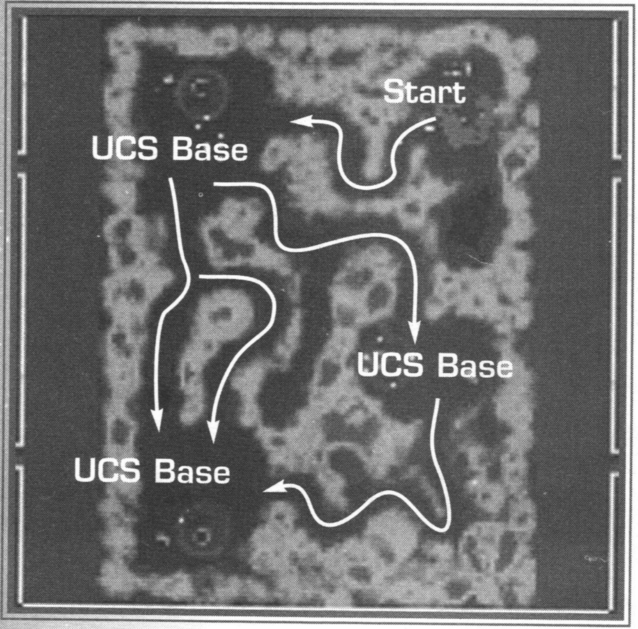


Fig. 7-12: After the victorious fight, erect the Mines and Power Plants.

TIP: Pay close attention to your bank account! If 40,000 credits are available at any time during this mission, they will automatically be deducted for the Sunlight Project. Wait to do this until the end of the mission, in case you desperately need more reserves for your army at some point.

Destroy the third UCS base with your experienced army. Then build the two necessary Power Plants and Mines in the base crater, and pull together the 40,000 credits for the Sunlight Project, if you haven't already done so. As soon as that amount is reached, you leave this sector as the victor. Gamma Sector awaits.

MISSION 7: THE THIRD RING



GOALS:

Destroy the UCS base in the west.

Destroy the UCS base in the south(east).

Destroy the UCS base in the southwest.

Build 2 Power Plants and a Mine in the crater of the base in the west.

Build 2 Power Plants and a Mine in the crater of the base in the south.

Build 2 Power Plants and a Mine in the crater of the base in the southwest.

After liberating the Beta Sector, you must now free the Gamma Sector from the UCS. This time you start in a closed-off valley in the northeast; the only exit leads west. Protect this exit as much as possible. Find raw materials in sufficient quantities in the northern part of the valley. You can place four mines next to one another.

Give yourself more time at the start of this mission than in the previous ones. Complete more research, construct new weapons systems, and upgrade your older units with new equipment. The opposing bases are very well fortified in this mission and can only be reached through narrow valleys, which limits the possibility of a large assault. Unfortunately, it isn't worthwhile to use the labyrinthine tunnel system because the bases are easier to reach aboveground.

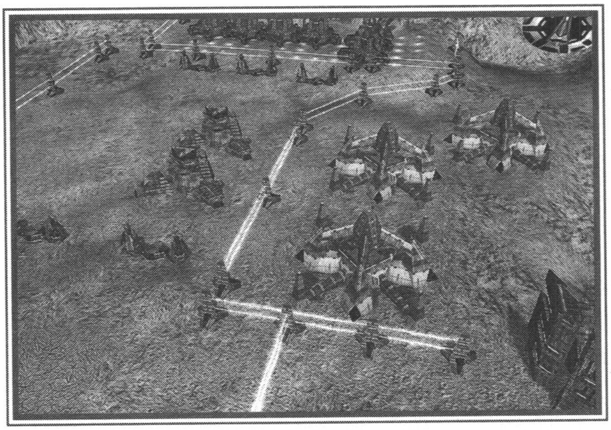


Fig. 7-13: Secure your own base first.

TIP: Once you have enough credits, change over to Xyrex Power Plants. These supply much more power and are more reliable. Plus, they are more difficult for your opponent to destroy.

After you have built up your base and army, and the reinforcements have arrived from your main base, leave your base and head west. Follow the narrow valley, but watch for opposing patrols. The first and best-defended UCS base is in the map's northwest corner. Invade the base and reduce it to rubble. The defenders here are very strong, but because you have a fresh army, the fight should be decided in your favor. After destroying the base, it doesn't make much sense to mine the raw materials, though you can build your Xyrex Power Plants and Mines in the valley.

Place a few defensive systems at both base exits that lead east and south to block your opponent a long way from your actual base. Once you have enough credits, erect a small camp here and begin producing combat units. This shortens the distance to the battleground.

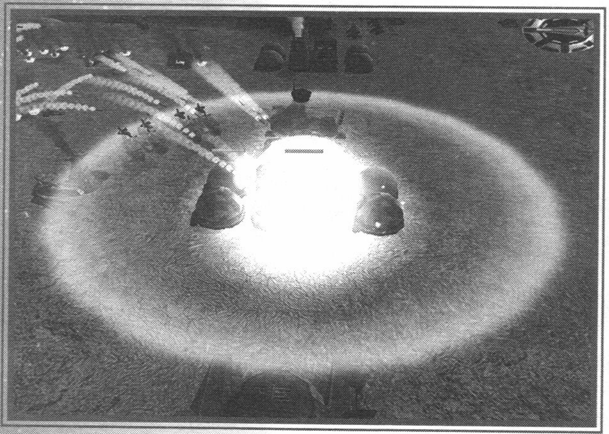
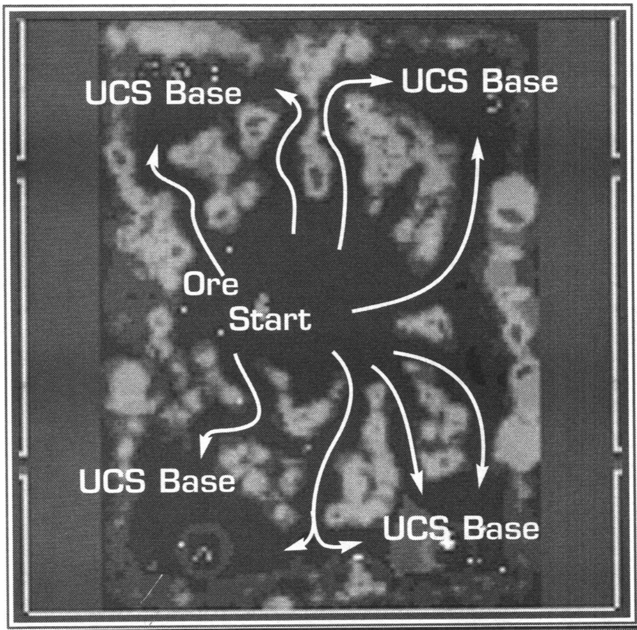


Fig. 7-14: Smash the UCS bases.

Decide if you want to attack the more distant base in the east or the more densely populated southwestern base. If you attack the eastern base first, you can take the southwestern base from two sides.

Follow the path directly south and then head east. Keep following the eastern path, then take the left branch at the fork to reach the eastern base. Go after the southwestern base from the east and the north at the same time. Place two Power Plants and Mines in each of these craters and you'll have liberated the third sector.

MISSION 8: THE FOURTH RING



GOALS: Destroy the UCS base in the northwest.

Destroy the UCS base in the northeast.

Destroy the UCS base in the southwest.

Destroy the UCS base in the southeast.

Build two Power Plants and a Mine in the crater of the northwestern base.

Build two Power Plants and a Mine in the crater of the northeastern base.

Build two Power Plants and a Mine in the crater of the southwestern base.

Build two Power Plants and a Mine in the crater of the southeastern base.

Collect 60,000 credits for the Sunlight Project.

The Delta Sector is the last region to liberate, and it won't be easy. While the four opposing bases are well secured in the four corners of the area, your base is in the middle of the map. Put even more emphasis on defense, building up fortifications all the way around your base. All four UCS bases constantly attack with small patrols. You can also find raw materials right next to the starting point. Other than the deposits in the craters, no other deposits are available. This time, a very simple and straight tunnel system connects the four opposing bases. After conquering one of the bases, you can use this tunnel system to reach the other camps. However, the tunnel exits come out right in the middle of the opposing base, and you'll definitely suffer losses with that kind of attack.

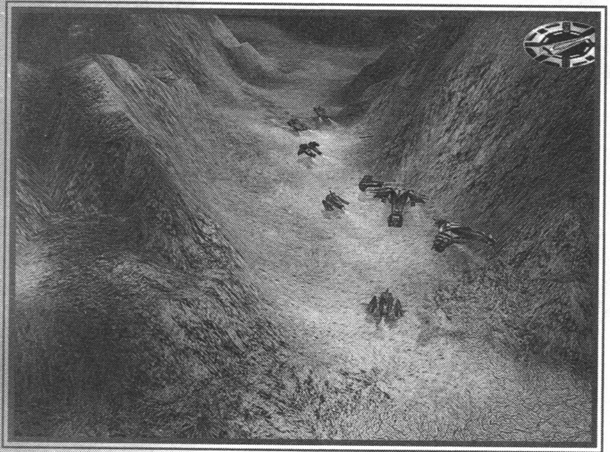


Fig. 7-15: The reconnaissance party scouts the area.

Strategically, the inner passages to each of the bases aren't quite as well protected as the passages along the edge of the map. So either take all of your units through one of the inner passages, or split your troops and attack your opponent from two sides. Rely on your newest units and keep supplying sufficient reinforcements and ammunition. Shred all four bases and build Mines and Power Plants. This shouldn't be a problem with all your experience, right? It doesn't matter which base you take first, because the bases are relatively even in strength. Supply another 60,000 credits to finance Project Sunlight and end the mission. Then head back to your main base with your remaining troops.

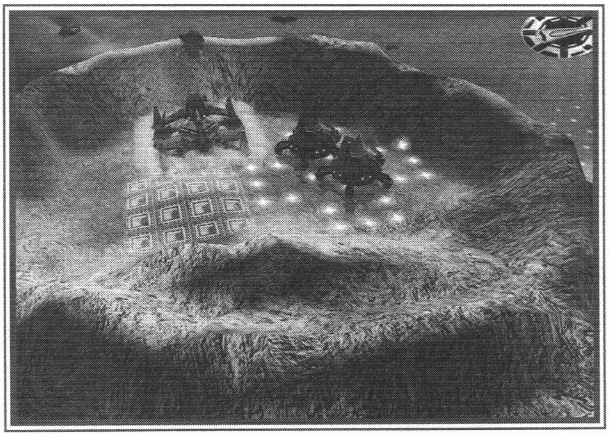
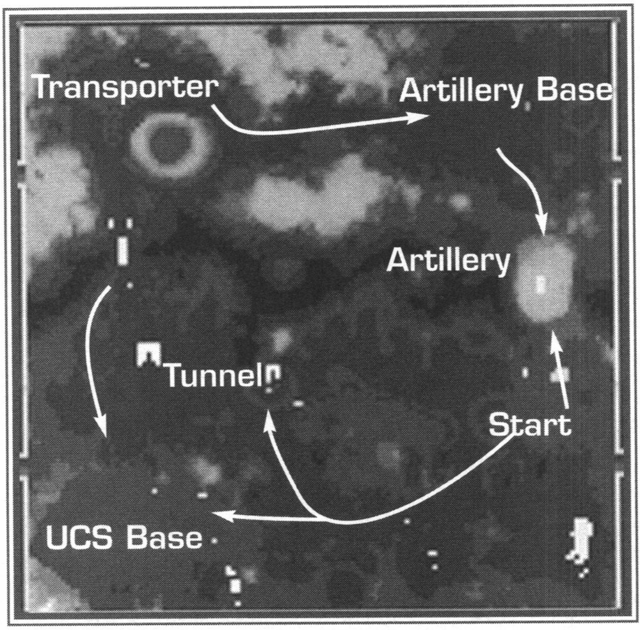
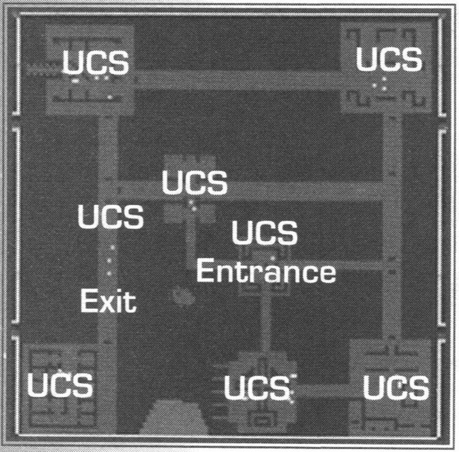


Fig. 7-16: Extract the necessary energy for Project Sunlight.

MISSION 9: UNDER FIRE


Transporter
Artillery Base
Artillery
Tunnel
Start
UCS Base



GOALS: Eradicate all UCS units in the tunnel system.

Destroy the UCS base in the southwest.

Destroy the UCS Artillery base.

Use Fang to activate the unit transporter in the northwest.

Fang must survive.

After the four large battles in the previous missions, you must now fulfill a few other tasks. First, you must watch as the UCS blasts your base into the ground with their Artillery. All that's left is the main base. In addition, you have a few units at your disposal, including Fang and his glider. Supplement these troops through additional units, as far as the budget allows. Don't build any more buildings as long as the UCS Artillery position is operational. New buildings will be totally destroyed again.

First, head off to activate the transport units in the northwest. To do this, Fang has to fly into range. However, this isn't easy, because the only path is through the opposing base to the southwest. The air units can take a shortcut but Fang can't, and he has to survive the mission.

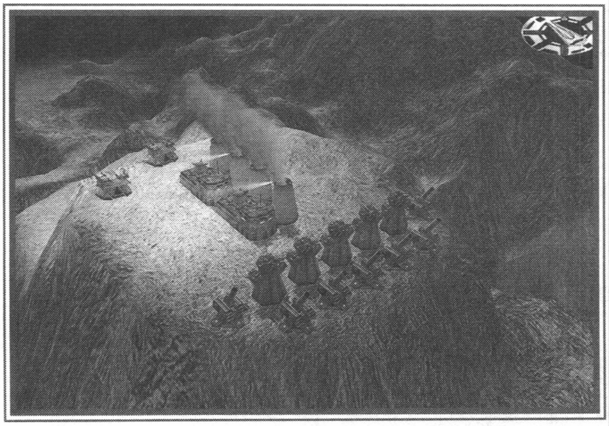


Fig. 7-17: The Artillery base destroys the whole camp.

Thus, take all available units and head south for a little bit, then turn west. Before you enter the opposing base, follow the valley northward to a Tunnel Entrance. Go underground with all units that can, and then follow the path northward, then west, and immediately south again to the exit. Along the way, you run into resistance from UCS troops. Take them out and then leave the tunnel system.

Once you are above ground again, head north until you reach the transport units at the outpost. Fang automatically activates these units. Save the game here, because you face two difficult tasks: destroying the Artillery and cleaning out the tunnels.

Summon all available troops, including the new units you have produced, to destroy the Artillery position in the northeast. Send them through the tunnels or over the hills in the northwest where a few other units are located. Leave part of your air force at the starting point.

Advance your troops on the Artillery position through the eastward leading ravine. Before reaching the base, assign your transporters to pick up the mobile defenders, and then fly them up to the plateau where the Artillery is located. Instead of dropping them on the Artillery, drop them on the power plants, which will render the defensive installations and Artillery useless. You will still have to watch out for a couple of Grizzlies though. Use your air force to fire on the Artillery position before it can take aim on your attacking ground forces and to distract the mobile defenders. Destroy the position and help your ground forces with the destruction of the rest of the base. While the defense isn't very strong, you have a limited assault group. Wipe out the whole base and head back to the northwest corner.

TIP: Alternatively, you could clean up the tunnel system first. It doesn't matter in which order you fulfill the mission objectives. Just keep an eye on Fang in the tunnels, because he is usually your opponent's target.

Because the Artillery no longer exists, build up a small base to greatly improve your position in the sector. Quickly produce a few new units and send them with Fang into the tunnel system. Search all of the hallways and rooms to take out every opposing unit. Multiple units lurk in almost every room, and a few wait in the large passages. Use the tunnel map to orient yourself in the tunnel system. Work your way from room to room and keep an eye on Fang's health, because he's the primary target of all opposing units. Use the artifacts you find to keep his energy up. Clear out the underground hallways in an orderly manner and pull back to your own base.

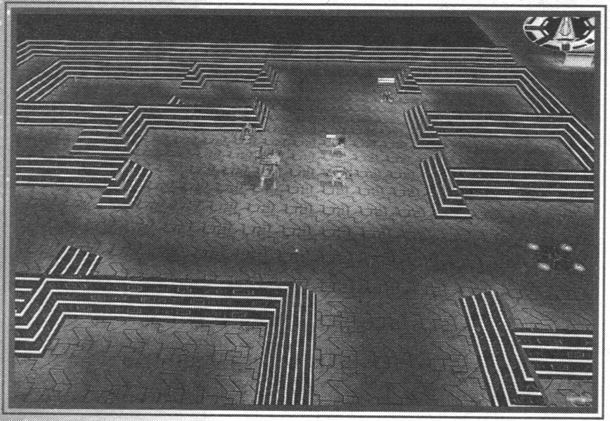
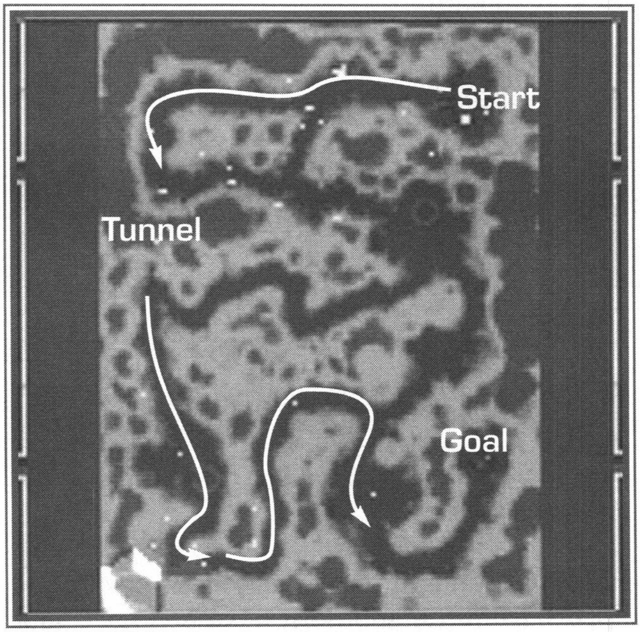


Fig. 7-18: This time, your opponent waits underground.

TIP: Definitely take enough units into the tunnels to draw fire away from Fang in an emergency. Keep moving so the opponent can't get you in his sights. Fang must survive the operation, so save often!

Here in the base you should already have an updated platoon. Use it to take care of the last mission objective, the destruction of the UCS base. You can reach the base directly by heading southwest, or after you have cleared the tunnels, over the bridge to the south. Once again, you can attack the base from one side or two. You win the mission when this base is destroyed.

MISSION 10: NEW HOPE



GOALS: Escort the four New Hope units to the base in the south.

Fang must survive.

This mission is easier than the last. Use Fang to help escort a group of new combat units through narrow ravines, where a few opposing patrols await.

At the mission's start, collect all of the artifacts at the starting base to strengthen the units. Then head off to the west. You meet resistance at the first fork. Take care of the attackers and follow the path west, to another group of combat robots. Take them out and head toward the Tunnel Entrance. You can avoid some opponents by doing this. Cross through the small tunnel system and direct your units back to the Moon's surface.

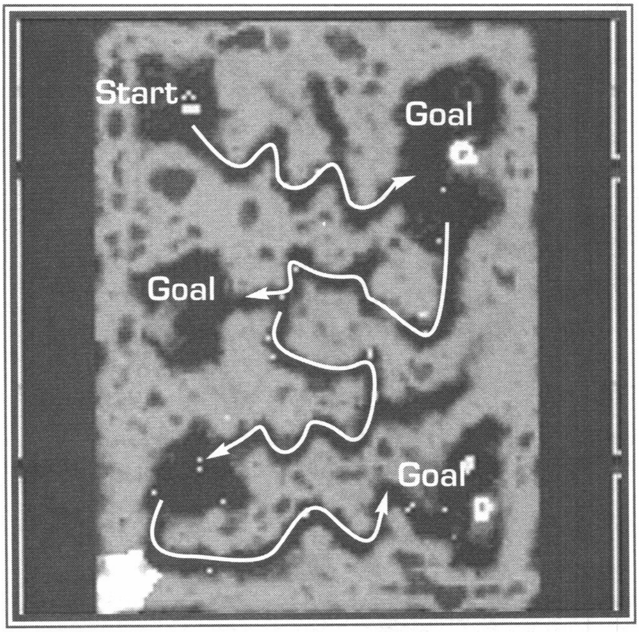
Fig. 7-19: The tunnel is a welcome shortcut.

TIP: In the tunnel system, take the path to the west and then the path to the south. If you head south first, you'll be surprised by a few Cargo Salamanders, which turn the tunnel into a deathtrap.

Keep following the valley south. You run into more resistance several times along the way. Get air support from the southern base and fight your way through. One last battle awaits you on the small plain before the base. After that, you only have to direct the units around the curve to achieve victory.

Fig. 7-20: UCS patrols continue to provide resistance.

MISSION 11: DEADLY TOYS



GOALS: Destroy the Plasma Control Center in the northern sector.

Destroy the Plasma Control Center in the western sector.

Destroy the Plasma Control Center in the southern sector.

Fang must survive.

This penultimate mission is a little more difficult than the previous missions. Your first task is to destroy the Plasma Control Center in the northwest. Besides Fang, you have a few other units. Thanks to the Landing Zone, you can bring in additional troops, which you should definitely do.

Head east with all of your units. The opposing units in the narrow ravines are easy to take care of. In the northeast corner, you run into the first base and Plasma Control Center, which isn't well fortified. Destroy the Plasma Control Center and the defensive installations, and then reduce the rest of the base to ashes.

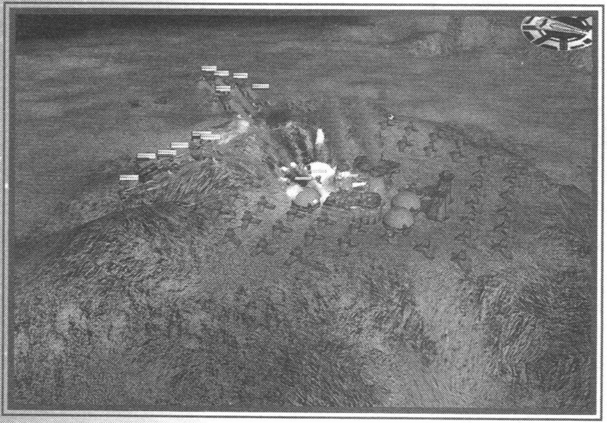


Fig. 7-21: Destroy the Power Plant and the Plasma Control Center.

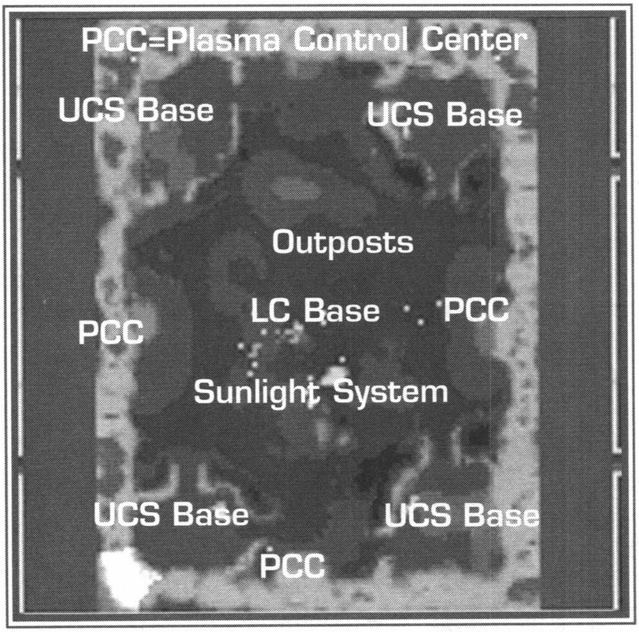
After that, head south and follow the path to the west until you come to another opposing base. Destroy all of the buildings here, starting with the Plasma Control Center.

Fig. 7-22: Along the way are constant ambushes.

As soon as the second UCS base has been destroyed, pull back to the east, then advance through the south-leading ravine. At the next fork, follow the valley to the west. You keep meeting more resistance from the UCS. The third Plasma Control Center is in the southeast corner. Put the long trip behind you and take out this best fortified Plasma Control Center. If your forces have suffered too much, fly in new units from the main base before the attack. After eradicating the third control center, prepare for the true final battle.

TIP: To keep Fang from any unnecessary danger in this mission, be selective about letting him take an active role in battle. Either keep him and his glider in the background, or leave him at the starting point with some additional security.

MISSION 12: PAYBACK TIME


PCC=Plasma Control Center
UCS Base
UCS Base
Outposts
LC Base
PCC
PCC
Sunlight System
UCS Base
UCS Base
PCC

GOALS: Destroy the UCS base in the northwest.

Destroy the UCS base in the northeast.

Destroy the UCS base in the southwest.

Destroy the UCS base in the southeast.

The Sunlight Control Center must not be destroyed.

In this last LC mission, you must prove once again that you are the most worthy general. To do so, you must protect the secret weapon that you destroyed at the end of the UCS campaign. This is easier said than done, because the system doesn't lie in a valley, and you don't have a well fortified base. Despite your base's poor location, it has everything you could want—except for defensive installations. It won't be easy to defend effectively, especially because the opponent has a Plasma Control Center, which continually fires on your base.

TIP: Pay attention to the outpost east of your main base. The UCS keeps trying to build a small base here, even after the destruction of the Plasma Control Center. Prevent this by erecting a few Artillery positions and other defense systems in range of this outpost.

Fig. 7-23: Leave the advance work to the meteor showers.

To keep losses to a minimum, build a few defensive systems first. Then, start a lightning-fast assault with at least half of your troops on the four Plasma Control Centers at the map's four edges. If you are successful, you'll have an enormous advantage over your opponent. If you aren't that lucky, head out with another platoon as fast as possible and destroy the remaining PCCs. Unfortunately, no comprehensive tunnel system exists under this sector.

TIP: Don't leave the Sunlight Control Center out of sight for very long during this mission. The buildings must not be destroyed. You have to protect it from nuclear attacks at all costs.

The UCS bases in the four corners are very well fortified. Before you set off to destroy these small fortifications, build up your own position first. Erect Artillery and Guardians all around your base and put together the strongest assault force yet. Give yourself time to build up and structure your army, and place enough mobile guards to support your defense installations adequately.

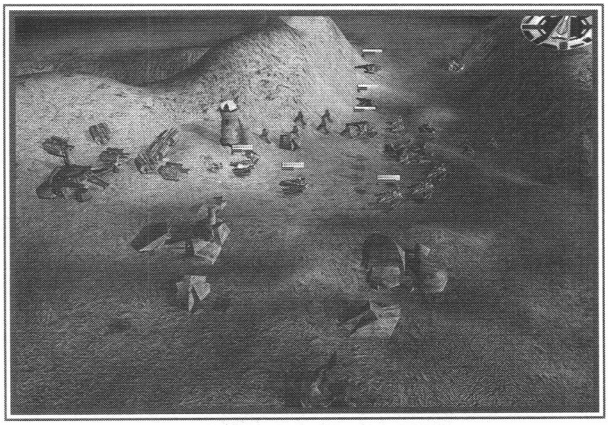


Fig. 7-24: Your units take care of the rest.

TIP: Build a Weather Control Center in this mission. If you do some advance work with this along with Artillery, it's much easier to capture the opposing bases. Although a Weather Control Center is very expensive, you'll find the investment worth it when the first meteor shower rains down on an opposing base.

As soon as a powerful force is put together, set about destroying the four UCS bases. It doesn't matter in which order you destroy them, because they're almost identical. Don't leave the secret weapon out of sight for long during your attacks. As soon as the last base is destroyed, the occupation of the UCS in your territory is ready for the history books, and you'll have successfully ended the third campaign.

A

- Aber mission, ED campaign, 71–73
- Aerial Supply Center, LC, 36
- Africa mission, ED campaign, 78–80
- air units
  - ED, 10–11
  - LC, 20–21
  - UCS, 16–17
- aliens, 4
- Alpha-Quadrant, destroying Power Plants in, 88
- Alpha-Quadrant mission, UCS campaign, 96–99
- Alpha Sector, and LC campaign, 119, 131
- ammunition, 56, 67, 101
- army
  - ED, 6
  - LC, 18
  - UCS, 12
- Artillery
  - ED, 23, 53
  - LC, 36
  - tips for using, 101
  - UCS, 29
- Assaults, UCS campaign, 88, 90, 91
- Atomic Power Plant, UCS, 25, 30, 44
- attack, enemy, 54–55, 73. *See also* combat tactics
- autosave function, 57
- Aztecs, 4

B

- Barracuda Submarine, 15
- base
  - attacking enemy, 54–55, 73
  - constructing, 43–45
  - defending your own, 34, 55–56, 67
  - repairing, 55
- Bat, 16
- Battery, Solar, 40
- battlefield tactics, 50–54
- Beta-Quadrant, destroying Power Plants in, 88
- Beta-Quadrant mission, UCS campaign, 102–104
- Beta Sector, and LC campaign, 119, 131, 139
- Black Order, Iron Cross of, 60
- bonus credits, 60. *See also* credits
- Bravery, Order of, 60
- bridge, building, 13
- Building Grabber, 6
- buildings. *See also* specific buildings
  - ED, 23–29
  - equipment for constructing, 13
  - and game credits, 45
  - LC, 36–41
  - placement of, 44–45
  - UCS, 29–36

C

- camouflage
  - and ED Radar, 26
  - and UCS Shadow Tower, 33
  - and UCS submarines, 15
- campaigns
  - goals for, 60, 88, 119
  - preparing for, 43, 58
  - specific
    - ED Path of Honor, 60–86
    - LC Project Sunlight, 119–153
    - UCS Project Moon, 88–117
- tutorial missions, 58, 60
- cannon, discovery of, 4
- Careerpoints, 60. *See also* specific ED missions
- Cargo Salamander, 12, 148
- Carpates mission, LC campaign, 122–124
- Caspian, 7
- Cells, Solar, 40, 41
- combat tactics
  - on battlefield, 50–54
  - in opposing base, 54–55
  - in own base, 55–56
- commander, troop, 4
- Condor, 16
- construction, base, 43–45
- Convoy mission, LC campaign, 125–127
- Cossack, 10
- CP, 60. *See also* specific ED missions

Crater, 18
credits. *See also* specific missions
    and ED campaign, 60
    and LC campaign, 135, 137, 141, 142
    methods of getting, 26, 32, 39, 48
    tips for using wisely, 45, 50
    and UCS campaign, 89
Crusher, 18

D

damaged units, recycling, 26, 32, 39
darkness, taking advantage of, 53
Deadly Toys mission, LC campaign, 149–151
Death Canyon mission, UCS campaign, 105–106
Defender, LC, 37
defense, base, 34, 55–56, 67
Defense Center, UCS SDI, 33
Defense System, LC SDI, 40
Delta-Quadrant, destroying Power Plants in, 88
Delta-Quadrant mission, UCS campaign, 113–114
Delta Sector, and LC campaign, 119, 131, 142
Depot, Supply
    and ammunition, 56, 67
    ED, 28
    UCS, 34
Digger, Tunnel, 20
Dragon, 16
DSU Kiev, 9

E

Earth
    and alien species, 4
    and ED campaign, 88
    skirmishes on, 4
ED. *See* Eurasian Dynasty
ED campaign, 60–86
    credits, 60
    goals, 60
    missions
        Aber, 71–73
        Africa, 78–81
        Europe, 74–75
        Florida, 81–84
        Izbekistan, 69–70
        Mongolia, 65–68
        Moon, 84–86
        Rescue, 63–64
        Trucks, 61–62
        tutorial, 58, 60
        Western Europe, 76–77
ED Medal of Honor, 60
enemy base, attacking, 54–55, 73
energy, 25. *See also* Power Plants
Energy Transmitters, UCS, 30
ESS 200 Leviathan, 9
ESS 30 Oka, 9
Eurasian Dynasty. *See also* ED campaign
    background information regarding, 4
    buildings, 23–29
    main base, 60
    units, 6–11
Europe mission, ED campaign, 74–75
Execution mission, UCS campaign, 115–117
experience levels, troop, 56

F

Fang, 144, 146, 147, 149, 151
Fat Girl, 19
fence, laser, 98, 126
Fighter, Super, 21
Fiodorow, General, 85
First Ring mission, LC campaign, 130–133
Florida mission
    ED campaign, 81–84
    UCS campaign, 89–91
Fortress, UCS, 30
Fourth Ring mission, LC campaign, 141–143
FTU Fox Unit Transporter, 17

G

game
    prologue to, 4
    saving, 57
    tips for playing, 56–57 (*See also* tips)
    tutorial missions, 58
Gamma-Quadrant, destroying Power Plants in, 88
Gamma-Quadrant mission, UCS campaign, 107–110
Gamma Sector, and LC campaign, 119, 131, 139
Gargoyle, 16, 17
goals
    ED campaign, 60
    LC campaign, 119
    mission (*See* specific missions)
    UCS campaign, 88
GR40 Transporter, 10
ground troops
    ED, 6–8
    LC, 18–20
    producing and supplying, 56
    UCS, 12–15
Grozny, 11
Gruz, 6
Guardian, 37

H

Han, 12
Headquarters
    ED, 23
    LC, 37
    strategies for placing, 44
    UCS, 31
Heavy Tower
    ED, 23
    UCS, 31
Honor, Path of. *See* Path of Honor campaign
HT 400 Kruszchev, 6
HT 800 Ural, 7
Hydra, 15

I

Invasion mission, LC campaign, 120–122
Invisible Enemy mission, UCS campaign, 111–113
Iron Cross of the Black Order, 60
Izbekistan mission, ED campaign, 69–70

J

Jaguar, 12

K

Kahn
    Server of the, 60
    Shining Star of, 60
Kiev, 9
Kruszchev, 6

L

Landing Zone
    ED, 24
    LC, 38
    and Transporters, 24
    UCS, 31
Landing Zone mission, UCS campaign, 92–94
Large Tower
    ED, 24
    UCS, 31
laser fence, 98
laser wall, 126
LC. *See* Lunar Corporation
LC campaign, 119–153
    credits, 135, 137, 141, 142
    goals, 119
    missions
        Carpates, 122–124
        Convoy, 125–127
        Deadly Toys, 149–151
        Under Fire, 143–146
        First Ring, 130–133

        - Fourth Ring, 141–143
        - Invasion, 120–122
        - New Hope, 147–148
        - Payback Time, 151–153
        - Second Ring, 134–137
        - Shower, 128–130
        - Third Ring, 138–140
        - tutorial, 58
- Leviathan, 9
- Lunar Corporation. *See also* LC campaign
    - background information regarding, 4
    - buildings, 36–41
    - main base, 38, 119
    - units, 18–21
    - weapons, 119
- Lunar unit, 19

M

- Mailman mission, UCS campaign, 94–96
- main base. *See also* base
    - ED, 60
    - LC, 38, 119
- Mammoth, 13
- maps, mission, 72. *See also* specific missions
- Mare Pacificum mission, UCS campaign, 100–101
- Medal of Honor, ED, 60
- Meteor, 21
- meteor showers, 93, 102, 103, 128, 152
- MI 106 Cossack, 10
- MI 140 Grozny, 11
- MI 200 Han, 11
- MI 300 Thor, 11
- Mine
    - ED, 24, 49
    - LC, 38, 49
    - locating and disarming, 14
    - placing and building, 24, 48–50
    - purpose of, 24, 48
- Minelayer, 7, 13
- Missile Control Center, 23, 25
- mission maps, 72. *See also* specific missions
- missions. *See also* specific missions
    - ED Path of Honor campaign, 61–86
    - LC Project Sunlight campaign, 120–153
    - tutorial, 58, 60
    - UCS Project Moon campaign, 89–117
- Mongolia mission, ED campaign, 65–68
- Moon
    - discovery of cannon on, 4
    - Project (See Project Moon campaign)
    - and UCS campaign, 88
- Moon mission, ED campaign, 84–86
- Moon unit, 19

N

- naval units
    - ED, 9–10
    - UCS, 15
- Nest, 39
- New Hope mission, LC campaign, 147–148
- New Hope unit, 19, 147
- night, adjusting tactics for, 53–54

O

- Oka, 9
- Operation Umbrella, 78
- Order of Bravery, 60
- ore deposits
    - mining, 13, 48–49
    - transporting, 13
- Ore Harvester, 13

P

- Pamir, 8
- Panther, 14
- Path of Honor campaign, 60–86
    - credits, 60
    - goals, 60
    - missions
        - Aber, 71–73
        - Africa, 78–81
        - Europe, 74–75
        - Florida, 81–84

        - Izbekistan, 69–70
        - Mongolia, 65–68
        - Moon, 84–86
        - Rescue, 63–64
        - Trucks, 61–62
        - tutorial, 58, 60
        - Western Europe, 76–77
- Payback Time mission, LC campaign, 151–153
- Pill-Box, 25
- Plasma Cannon, 32
- Plasma Control Center, 32, 149
- Platinum Power Plant, 131
- points. *See* Careerpoints; credits
- Power Plants
    - ED, 25
    - LC, 41
    - and LC campaign, 131, 135, 138, 141
    - placement of, 44, 45, 47–48
    - UCS, 30
    - and UCS campaign, 88, 115
- Project Moon campaign, 87–117
    - goals, 88
    - missions
        - Alpha-Quadrant, 96–99
        - Beta-Quadrant, 102–104
        - Death Canyon, 105–106
        - Delta-Quadrant, 113–114
        - Execution, 115–117
        - Florida, 89–91
        - Gamma-Quadrant, 107–110
        - Invisible Enemy, 111–113
        - Landing Zone, 92–94
        - Mailman, 94–96
        - Mare Pacificum, 100–101
        - tutorial, 58
- Project Sunlight campaign, 119–153
    - credits, 135, 137, 141, 142
    - goals, 119
    - missions
        - Carpates, 122–124
        - Convoy, 125–127
        - Deadly Toys, 149–151
        - Under Fire, 143–146
        - First Ring, 130–133
        - Fourth Ring, 141–143
        - Invasion, 120–122
        - New Hope, 147–148
        - Payback Time, 151–153
        - Second Ring, 134–137
        - Shower, 128–130
        - Third Ring, 138–140
        - tutorial, 58
- prologue, 4

R

- Radar, 26
- radioactivity, 83, 98
- raw materials
    - finding, 72
    - mining, 48–50
    - transporting, 14
- Recycler
    - ED, 26
    - LC, 39
    - UCS, 32
- Refinery
    - ED, 26
    - purpose of, 48
    - strategies for placing and building, 49, 50
    - UCS, 32
- repairs, base and unit, 17, 21, 55, 67
- Rescue mission, ED campaign, 63–64
- Research Center
    - ED, 27
    - LC, 39
    - strategies for placing and building, 44, 46
- research strategies, 46–47
- resource management, 47–50
- Ring missions, LC campaign, 130–143
    - First, 130–133
    - Second, 134–137
    - Third, 138–140
    - Fourth, 141–143
- rocket defense system, 40

S

- Salamander, Cargo, 12, 148
- saving game, 57
- scout vehicle, 10, 20
- SDI Defense
    - LC, 40
- Second Ring mission, LC campaign, 134–137
- Server of the Kahn, 60
- Shadow Tower, 33
- Shark, 15
- Shining Star of Kahn, 60
- Shipyard
    - ED, 27
    - UCS, 34
- Shower mission, LC campaign, 128–130
- Siberia, 8
- Silo, 27
- Small Tower
    - ED, 28
    - UCS, 34
- Solar Battery, 40
- Solar Cell, 40, 41
- Solar Power Plant, 41
- Spider, 14
- strategies and tactics, 43–58. *See also* tips
    - constructing base, 43–45
    - doing research, 46–47
    - engaging in combat, 50–56
    - managing resources, 47–50, 56–57
    - playing tutorial missions, 58
- Submarine, Barracuda, 15
- Sunlight, Project. *See* Project Sunlight campaign
- Sunlight Control Center, 151, 152
- Sunlight Sectors, 119
- Super Fighter, 21
- Supply Center, LC, 36
- Supply Depot
    - and ammunition, 56, 67
    - ED, 28
    - UCS, 34
- Sword and Shield Bearer of the Dynasty, 60

T

- tactics, combat, 50–56
- Taiga, 8
- tanks
    - ED, 6, 7
    - UCS, 12
- Teleport
    - strategies for using, 53, 57, 73
    - UCS, 35
- Third Ring mission, LC campaign, 138–140
- Thunderer, 21
- Tiger, 8, 14
- tips. *See also* strategies and tactics; specific missions
    - building Power and Production Plants, 44, 45
    - building Research Centers, 46, 47
    - defending main base, 67
    - destroying enemy base, 73
    - determining location and range of Power Plants, 48
    - finding your way on map, 72
    - fleeing meteor showers, 93
    - maintaining ammunition supply, 67
    - placing Mines and Refineries, 50
    - playing tutorial missions, 58
    - repairing units, 67
    - saving game, 57
    - using Artillery, 101
    - using credits wisely, 50
- TL 70 Volga, 10
- Tower
    - ED, 24, 28
    - UCS, 34
- Transporter
    - and Landing Zone, 24
    - LC, 21
    - UCS, 14
- troop commander, 4

- troops
  - ED, 6–7
  - LC, 18–20
  - producing and supplying, 56
  - UCS, 13–15
- Trucks mission, ED campaign, 61–62
- TT 110 Pamir, 8
- Tunnel Digger, 20. *See also* Mammoth
- Tunnel Entrance
  - and battlefield tactics, 53, 73
  - ED, 28
  - UCS, 35
- tutorial missions, 58, 60

U

- UCS. *See* United Civilized States
- UCS campaign, 87–117
  - goals, 88
  - missions
    - Alpha-Quadrant, 96–99
    - Beta-Quadrant, 102–104
    - Death Canyon, 105–106
    - Delta-Quadrant, 113–114
    - Execution, 115–117
    - Florida, 89–91
    - Gamma-Quadrant, 107–110
    - Invisible Enemy, 111–113
    - Landing Zone, 92–94
    - Mailman, 94–96
    - Mare Pacificum, 100–101
    - tutorial, 58
- Umbrella, Operation, 78
- Under Fire mission, LC campaign, 143–146
- United Civilized States. *See also* UCS campaign
  - background information regarding, 4
  - base, 151–153
  - buildings, 29–36
  - units, 12–18
- units
  - ED, 6–12
  - LC, 18–21
  - recycling damaged, 26, 32, 39
  - UCS, 12–18
  - upgrading, 46
- Ural, 7

V

- Vehicle Production Center
  - ED, 29
  - strategies for placing, 44
  - UCS, 35
- Volga, 10

W

- weapons, LC, 119
- Weapons Production Center
  - ED, 29
  - UCS, 36
- weather conditions, adjusting tactics based on, 53–54
- Weather Control Center, 41, 153
- Western Europe mission, ED campaign, 76–77

X

- Xyrex Power Plant, 41, 115, 139

Z

- ZK Taiga, 8
- ZT Siberia, 8

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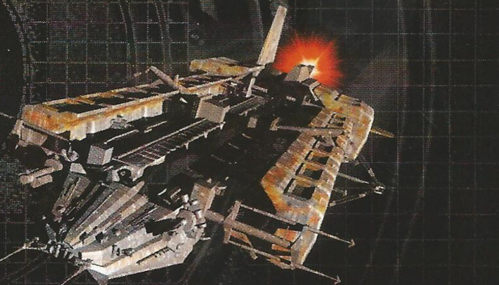

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